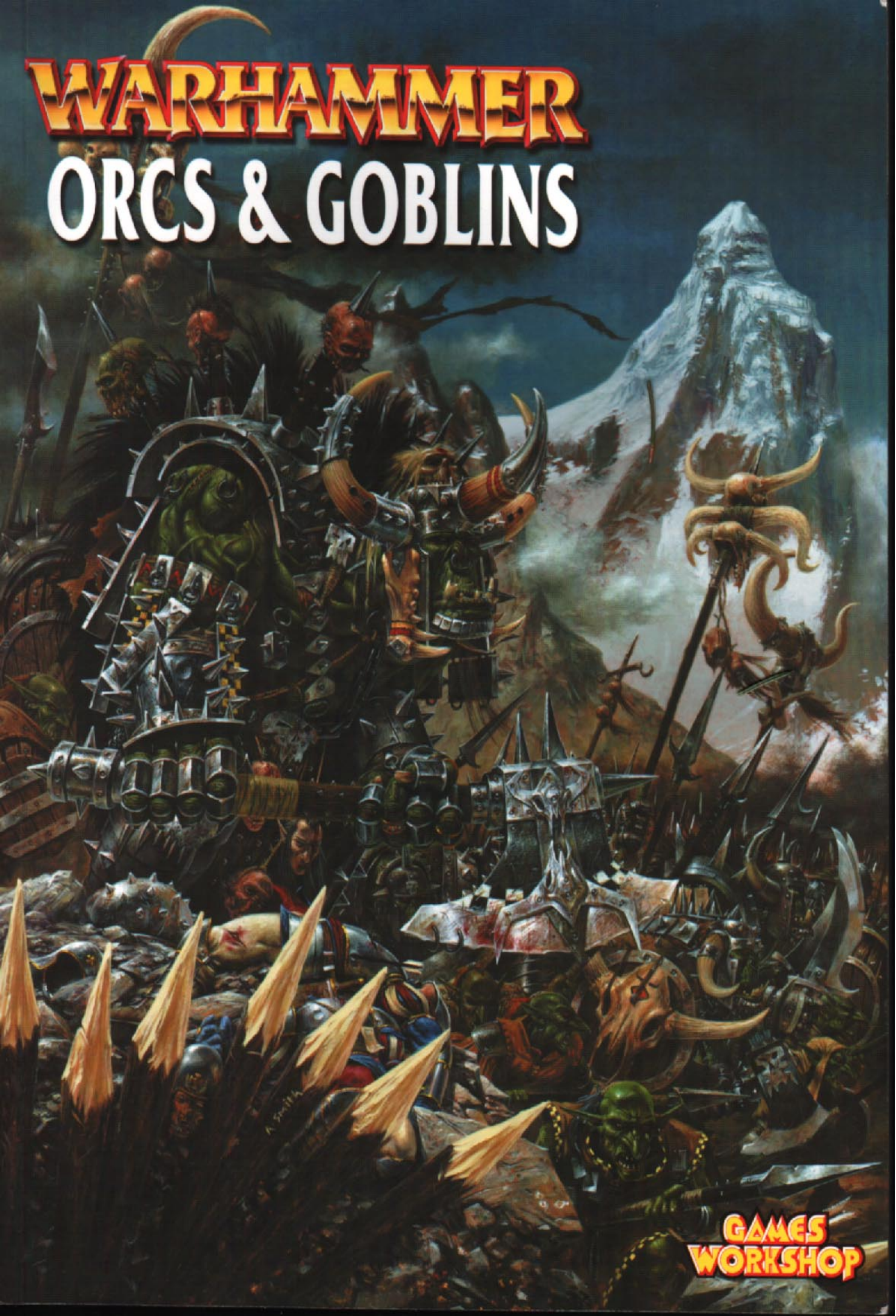


WARHAMMER

ORCS & GOBLINS



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An Empire army from Talabbeim launching an attack against the Orc fort Barad Ur Blagtoof.



Night Goblins of the Red Skabz tribe battling against a Lizardman expedition.

ORCS & GOBLINS



A WARHAMMER ARMIES SUPPLEMENT



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Written by
Rick Priestley
& Jake Thornton

Additional Material
Graham McNeill & Space McQuirk

Cover Illustration
Adrian Smith

Illustrators
John Blanche, Alex Boyd,
Paul Dainton, Karl Kopinski
& Adrian Smith

Graphics: Nuala Kennedy

Citadel Designers
Tim Adcock, Dave Andrews,
Mark Bedford, Juan Diaz,
Mark Harrison, Alex Hedström,
Shane Hoyle, Aly Morrison,
Trish Morrison, Brian Nelson
& Michael Perry

Miniatures Painters
Owen Branham, Martin Footitt,
Neil Green, Joe Hill,

Kirsten Mickelburgh, Keith Robertson,
Chris Smart, & Dave Thomas

Model Makers
Dave Andrews & Mark Jones

Thanks also to
Dave Batten, Alessio Cavatore,
Gordon Davidson, Guy Haley,
Gareth Hamilton, Mark Havener,
Brian Lang, Alan Merrett,
Adrian McWalter, Wayne Oldfield,
Joe Sleboda, Gav Thorpe &
'Grand Warlord' Adrian Wood

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Glen Burnie,
Maryland, 21060-6401

Australia
Games Workshop,
23 Liverpool Street,
Ingleburn
NSW 2565

Canada
1645 Bonhill Rd,
Units 9-11,
Mississauga,
Ontario, L5T 1R3

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DA FRONT BIT



"Yer Boss, I'll tell 'em Boss. In me best man-speak."

Ahem. Mornin' humie scum.

I is Scraggit, and dis is Da Boss. Yeah, dat's right, da really big green guy behind me. Anyway, me an' Da Boss reckons youse lot gotta be da luckiest humies wot ever breathed 'cos you gets to find out all about da brilliant greenskin army wivout gettin' dead first. Not many get dat. Usually dey only understand once we've jumped up and down on their 'eads for a bit. We is da Orcs (and Gobbos). We is green. Green is best.

Wot dontcha get humies? Is it 'cos youse all dim like Glimmer wot got a bit trod on by da Boss? Is it 'cos you's all soft an' pink? Is it 'cos you was dropped on your noggin when you was a pup, or wot? Come on, 'fess up. Oi! I'm talkin' ta you lot. Yeah, you. Don't look round, it ain't behind y...aaargh!

Ouch, Boss, stop it, oooh, ouch. I won't shout no more Boss. 'Onest. Just stop 'ittin me...

OK yer Worship. On wiv da show, yer Mightiness. Yes yer Lordship. Scarc 'em wiv da might of da Orc Horde.

Righto Boss, consider it done."

What you have here is nothing less than the inner secrets of the Orc & Goblin armies which plunder and ravage the Old World. Mainly this is intended for you to collect and field an Orc & Goblin army of your own, but I'm sure that there are interlopers here too. The might of the greenskinned horde holds a morbid fascination for the feeble pink-skinned races, and their commanders may well look to this book for means of besting them on the battlefield. Know your foe. Well good luck to them, they'll need it.

The Orcs aren't a subtle race. They like war and are built for it. Their hugely muscled forms are almost immune to disease and can survive wounds that would be fatal for almost any other race. Couple this with their total disdain for any election campaign more subtle than a severe beating and you have an army of violent monsters led by the biggest and most psychotic one of the lot.

And they are monsters – big green-skinned monsters which loom over Men, Elves and Dwarfs. They have no traditional allies and many enemies, but they are never daunted by this. In fact, they would never even consider it except to be pleased that they won't ever run out of people to fight against.

This book is made up of several sections:

THE GREEN HORDE

In which the many different creatures and war machines that make up the Orc & Goblin army are described in full.

GREENSKIN MAGIC

Explaining the Great Green and the mysteries of Waaagh! power. Includes the spells of both the Little Waaagh! and the Big Waaagh!

SHINY STUFF

A list of magic weapons, armour and other trinkets available to Orc and Goblin leaders of the Green Horde.

MUSTERING THE GREEN HORDE

This army list provides all the points values, weapon options and other details you need to prepare your army for the field of battle.

PAINTING ORCS & GOBLINS

A collection of hints and tips to guide you through collecting and painting your Orc & Goblin army.

WARLORDS OF THE WAAAGH!

Describes the background and rules for two mighty Orc heroes.

HORDES OF ORCS

This small appendix adds variant army lists for Night Goblin warhosts, Savage Orc armies and more, together with a discussion of greenskin tactics for the budding Orc & Goblin Warboss.



A wise trader will understand that venturing on the lucrative trade with the Dwarfs in Barak-Varr, Karak-Azul or Karak Eight Peaks will entail nothing less than continual hardship, hunger, thirst, burning heat and attacks by foul bands of murderous greenskin brigands.

Leaving the civilised heartland of Irbay, travel along the coast road with care until you reach the heart of the ancient land of Nebekhara.

Pass through Zandri with haste. There is no sweet water there, only the sluggish red flow of the poisonous river Irbay. You may find some hopeful fools who aim to get rich looting the ancient tombs. Trade nothing with them for it will bring only ill luck and early death. Leave here quickly, avoiding the blinding salt flats and travelling in well armed groups.

Avoid the Marshes of Madness and shorten the trip through the despicable Orc infested Badlands, you travel south towards the Goblin in Red Cloud Mountain.

This nest of evil is clear on the horizon, turn to march parallel with the mountains. If you get too close to the coast they will surely slaughter you and your caravan.

Follow the Blind River to its source, and your camels if any still live. Eventually you can trade them with the filthy Orcs that infest these parts. The skin of camels as a delicacy and sometimes allow you to pass unharmed if you give them their fill.

Try to cross the heart of the Badlands. Numberless tribes of Orcs fight for dominance of this wasteland and even if one tribe allows you to pass the other dozen will surely kill you.

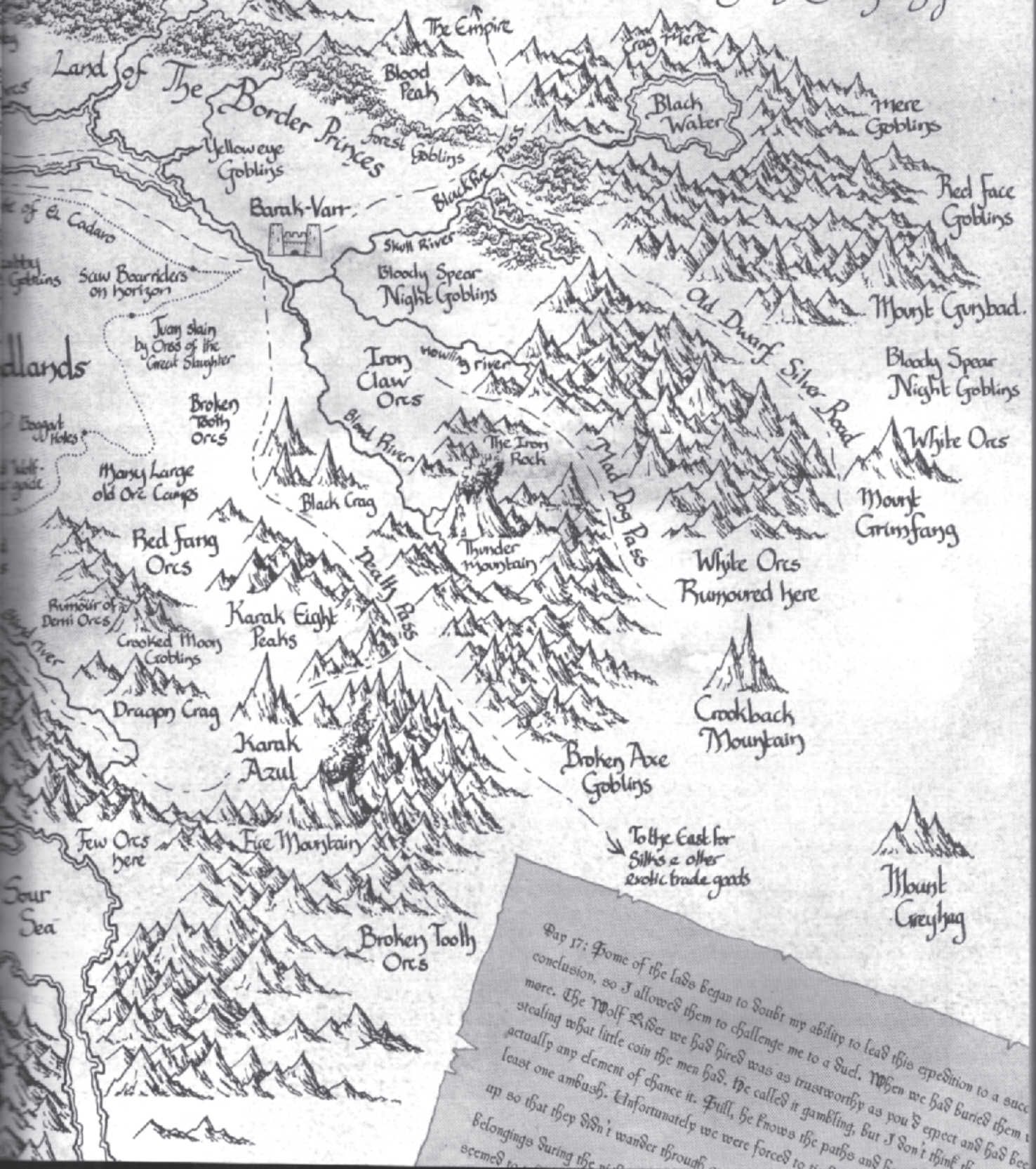
Take this advice and it may be that you will come safe through and make a well-earned profit.



Barak Azul offers a bounty on Orc
 slain by brave warriors. Goblin heads
 common to be worth anything, so don't
 turn turning up if that's the best you can
 do you won't be getting any gold
 don't even think of it.
 pieces, and be
 fill.

Lord, I, Trust that this new map will be more to your esteemed taste, including, as it does, a whole new assortment of additional information. Shown here are the territories claimed by the many and varied greenskin tribes that lurk at present in the Badlands. The accuracy of the information displayed here has never before been equalled, and was obtained at no small cost in both equipment and lives. I have taken the liberty of including with this map a few of the more interesting scraps gleaned from the divers merchants, traders and explorers we have questioned. I hope they are also of some use. However, if I may humbly suggest once more that my research could be of more help to your lordship if he were to vouchsafe the purpose of his proposed expedition through these treacherous lands.

Your Obedient Servant, Jacob Stachelthorff





THE GREEN HORDE

An Orc & Goblin army is a loose confederation of squabbling tribes under an especially powerful and ambitious leader. All the Orc and Goblin tribes from as wide an area as possible are gathered into a massive green horde – that's why the army list allows you to choose different types of greenskin all in the one army.

There are many Orc and Goblin tribes. Some are famous like the Blue Face Orcs or the Mere Goblins of the Worlds Edge Mountains; others unheard of save by their victims. Some tribes are large and some small, some are offshoots of others, some are deadly rivals, others are old allies, some are resident in one place, others wander round constantly. No one really knows how many tribes there are, not even the wisest greenskin shamans (although that's not necessarily saying much!). All these tribes are different in subtle ways but they fit into broad types. For a start, some are Orc tribes and some are

Goblin tribes – an obvious difference – but there are also types of Orc and types of Goblin.

These types are not necessarily universally recognised by the Orcs or Goblins themselves. Greenskins only make distinctions in terms of tribal loyalty (or more often lack of it). More than anything else, a greenskin's type reflects the place where he lives. For example, Night Goblins live in tunnels and caves and keep out of the daylight as much as possible. Some human scholars make countless distinctions between types of greenskins and talk of Hill Goblins, Troglagobs, Forest Goblins, Mountain Orcs, Boggarts, Kobolds and Gnoblar among others. The truth is that greenskins vary a lot in colour, size, shape, and disposition. They readily adapt to whatever environment they find themselves in, so it is hardly surprising that individuals from a particular place tend to exhibit similar physical and mental traits.

ORC & GOBLIN SPECIAL RULES

Ignore Goblin Panic: Orcs expect the smaller greenskins to run away and it doesn't really surprise them when they do. The sight of fleeing Gobbos and Snotlings simply reminds the bigger and bolder Orcs why they are best. Consequently, when a Goblin unit, Snotling Swarm or Snotling Pump Wagon is destroyed, breaks or flees past, Orc units do not need to test for *panic*. See the Warhammer rulebook, pages 80-81.

Ignore Greenskin Panic: Black Orcs and Giants expect normal Orcs and Goblins to run away and would be disappointed if they didn't. Consequently, when an Orc or Goblin unit (of any type), a Snotling Swarm or Snotling Pump Wagon is destroyed, breaks or flees past, Black Orc units and Giants do not need to test for *panic*. See the Warhammer rulebook for the complete Panic rules, pages 80-81.

Choppa: The average Orcish cleaver or club is a big, crude affair much like the Orc on the blunt end of it. This is the standard armament for Orc foot troops and characters, and is carried **instead** of a normal hand weapon. Orcs refer to such weapons as 'choppas'. Such a chunk of metal would be difficult for a human to wield in one hand, but Orcs are muscle-bound beasts with fists as big as a man's head (and only marginally more dextrous).

An Orc warrior on foot armed with a single choppa adds +1 to his Strength in the first round of a combat when he charges. This bonus does not apply if a weapon is carried in each hand, or for Boar, Chariot or monster riders – in such cases the weapon's natural brutishness is cancelled out by the difficulty of wielding it.

The Choppa bonus applies to character models on foot that are armed with a single ordinary non-magical choppa. It does not apply to individuals armed with magic weapons as they receive the appropriate magical bonuses instead.

To put the matter beyond any shadow of a doubt – **only Orcs on foot benefit from choppas** – not Goblins, not mounted Orcs, not models on chariots, not small boys called Kevin, not Gerbils, not anything else ever, never, not ever, OK!

Note that the bonus armour save for using a hand weapon and shield does not apply to an Orc wielding a choppa. Foot models with a choppa in each hand (additional hand weapon) do get the normal +1 Attack for having two 'hand weapons', though they lose the +1 Strength on the charge.

Fear Elves: All Goblins dislike fighting Elves of any kind because they 'stink funny' and because their haughty manner unnerves the little greenskins. A unit of Goblin troops therefore *fears* any unit of Elves that it does not outnumber by at least two to one. Count any Orcs, Squigs or anything else in the unit as well as the Gobbos. See pages 40-41 of the Warhammer rulebook for the rules on Unit Strength. The rules for *fear* are on page 81 of the Warhammer rulebook.

Frenzy: Savage Orcs are wild and ferocious fighters and are therefore affected by the rules for *frenzy*. See page 84 of the Warhammer rulebook.

Warpaint: Some Savage Orcs adorn themselves with warpaint, tattoos and charms in the belief they will attract the favour of Gork and Mork. Such is a Savage Orc's faith in his warpaint that he gets a 6+ Ward save. A Savage Orc with warpaint may not wear armour, though he may carry a shield.

Big'Uns: The meanest and strongest Orcs in a tribe often fight together in a single mob. Sometimes they fight as Boar Boyz, sometimes on foot – it depends on the tribe.

Choose up to one unit allowed in the army to upgrade to Big'Uns and pay the appropriate points. This may be a unit of Orc Boyz, Savage Orc Boyz, Orc Boar Boyz or Savage Orc Boar Boyz. Whichever type of unit you choose to upgrade you must have at least as many normal models of that type in other units before you take the Big'Uns. You may only ever have one unit of Big'Uns in any army. A unit of Big'Uns may carry a magic standard worth up to 50 points. This is in addition to any magical banners that would normally be allowed to units of that type. So, for example, if your Big'Uns are Boar Boyz then both they and one unit of normal Boar Boyz may take a magic banner.



When a green horde descends upon the land it leaves little in its wake save devastation and ruin. Houses are burned and broken up for raw materials, crops are trampled, livestock eaten and rivers churned to mud. The size and destructive nature of the horde means that it must keep moving otherwise it would soon exhaust the local supplies of food and water and then inevitably turn upon itself.

If greenskins win a battle they feast on corpse-flesh for many days and what they cannot eat they heap into a great pile together with broken weapons, armour and all the ruin of war. It is said that following the great Battle of Solland's Crown, Gorbud Ironclaw raised a mound so high that it could be seen all the way from Blood Peak in the Black Mountains.

When on the march a green horde leaves ample evidence of its route amidst the general swathe of devastation. Tortured and murdered prisoners are left dangling from trees or buried up to their heads at busy crossroads as a grim reminder of just how lethal Orcish hospitality can be. When they make camp for the night the greenskins dig huge roasting pits into which they throw whole carcasses of cattle as well as human captives. When they leave a camp they pile their dung into a vast mound which they crudely sculpt into the looming shape of an Orcish god.

Several of these are still to be seen, dotted around the eastern provinces in various states of decay. In some areas they are systematically destroyed, though it is a grim and unpleasant process often given to prisoners or convicts. In others they are left alone, the superstitious locals not daring to confront the gods of their enemies even in this bizarre form.

GREENSKIN ANIMOSITY

When greenskins get together they start to pick fights, bicker, and misbehave in all sorts of appalling ways. Even at the best of times, squabbling in the ranks can send a greenskin horde into disarray. One moment a mob is striding purposefully towards the enemy, and the next it is brought to a halt whilst two or more greenskins settle their differences. As the army's commander, you will find this waywardness a great drawback. Inevitably you will hear the cries of dissent amongst your forces and realise that, once again, your best laid plans have been laid low by some petty quarrel.

WHICH UNITS MUST TEST?

We take this unruly tendency into account by means of what we call the Animosity test. Not all your units have to take this test: Trolls, Snotlings, war machines and chariots do not, for example. In fact, only those greenskins fighting as part of a largish unit have to test for Animosity. The units that have to test are as follows:

1. Infantry and cavalry units of five or more Orc or Goblin models must test for Animosity at the start of each turn unless they are already engaged in close combat. All types of Goblin are affected (Common Gobbos and Night Goblins) and all types of Orcs except Black Orcs. Black Orcs are not affected and never have to test. Note that even though Savage Orcs are *frenzied* they must still take Animosity tests (Animosity is not a psychology test like *panic*, for example). After all, who are more likely to start fighting among themselves than Savage Orcs?
2. A unit which is engaged in close combat at the start of its turn is exempt from Animosity. No test is required. The greenskins are too busy fighting the enemy to squabble amongst themselves.
3. A unit which is fleeing at the start of the turn is exempt from Animosity.
4. Characters who are with units are considered to be part of those units and must go along with the Animosity result of the unit itself. A Shaman in a unit suffering from Animosity cannot cast spells or use magic items (e.g., Dispel scrolls) whilst the Animosity lasts, though they still contribute Power dice and Dispel dice to the pile as normal.
5. War machines and chariots are never affected by Animosity.
6. Squig Herd units are only affected by Animosity if they include five or more Night Goblins. Squigs and Squig Hoppers don't count towards the total. However, if the unit fails its test the entire unit is covered by the result – Squigs as well as Squig Hoppers and Night Goblins.
7. Individual models, such as Fanatics or Squig Hoppers which have already left their original units, are not affected by Animosity.
8. Black Orcs, Trolls, Snotlings, Giants and other such creatures are not affected by Animosity; only Goblins and Orcs as specified above.
9. Units which fall below five models are not affected by Animosity and consequently do not have to test for it. With so few greenskins left to worry about the unit's leader can easily keep order.
10. Units that have pursued the enemy off the table do not have to test until they return to the battlefield.

WHEN TO TEST

At the end of the Start of the Turn phase in each of your turns you must test for each Orc and Goblin unit as described above. Starting on one side of the table and working through your army, roll a D6 for each unit. On a 2+ the unit passes the test and moves/fights normally this turn. On a 1 the unit fails the test. To determine what happens to a unit that fails its test, roll a D6 and consult the Animosity table opposite.

LIVING WITH ANIMOSITY

Animosity is just one of those things. If you command greenskins you will suffer from its effects now and again, and sometimes it will be a real pain in the neck. There are a few things you can do to make sure that the effects are minimised. To start with, remember that the more units you have the more likely you are to fail at least one test each turn. A few big units are less likely to suffer from Animosity than many small ones.

There are two more options with regards to Animosity when it comes to choosing your army. The first is to carefully select Black Orc leaders and units to minimise its effects, doing your best to ensure that the ladz stay in line. This is an expensive and limiting option and isn't very Orcy. The second option, is to take the troops you like, leave Animosity in the hands of Gork and Mork, and worry about it when it happens.

Even so, it's wise to be a bit careful, so when deploying your army bear in mind your troops' tendency to fight amongst themselves. Two units placed side by side or one behind the other can end up fighting each other rather than the enemy. On the other hand, Chariots, Snotlings, Black Orcs and Trolls don't suffer from Animosity and can't be attacked. This means that you can reduce the risks by arranging your units with Black Orcs, Trolls, or other less quarrelsome troops between units of Orcs and Goblins. This won't stop greenskins from falling out amongst themselves, but at least it will stop them attacking other units.

The main thing to remember is that units already engaged in close combat don't take Animosity tests and won't be attacked if other units fail their tests either, so don't hang around waiting for the enemy to come to you – get stuck in! If you delay then of course your lads will get bored and start scrapping amongst themselves. It's only to be expected! Remember too that Animosity is not necessarily bad, a failed test can occasionally work for you, with a *We'll Show 'em* result propelling a unit towards the dismayed enemy at breakneck speed.

ANIMOSITY TABLE

D6 Result

1 Get 'em

Them other greenskins is asking for trouble! Pulling faces, shouting rude insults and hurling dung. They deserve a good basbing!

If your unit is armed with missile weapons then this turn it will halt and shoot at the nearest Orc or Goblin unit. The target must be of a kind that currently has to take Animosity tests. Work out the effects of shooting immediately. Assume that individual models can turn around to shoot to their side or rear without penalty, but don't worry about moving the models themselves: the greenies are assumed to turn, loose off their arrows and turn round again quickly before anyone sees. Note that shots are worked out at the start of the turn rather than in the Shooting phase. The unit which has shot cannot do anything else that turn. If the unit is unable to shoot because there are no suitable targets within range then it *Squabbles* instead (see the next entry).

If your unit is not armed with missile weapons then it will charge the nearest Orc or Goblin unit if it is able to do so. Only Orc or Goblin units that currently have to take Animosity tests can be charged in this way. The attacking unit must charge to its front and must be able to charge just as if the target were an enemy unit. If the unit is unable to charge because there is no suitable target to its front then it will *Squabble* instead (see the next entry). Assuming that the unit is able to charge, it is immediately moved against its target and a huge brawl breaks out. Immediately work out close combat with all models in base contact fighting. Once both units have fought casualties are removed, the two

rival units are moved apart by 1" and can turn to face a different direction if desired. Do not calculate combat results. Instead, the units spend the rest of the turn unable to do anything whilst they dust themselves down. Note that a unit which is charged does not have to test for its own Animosity if it has not already done so.

2-5 Squabble

Ratgut is a filthy lytn' git and be spat on my favourite boots. He needs teaching a lesson.

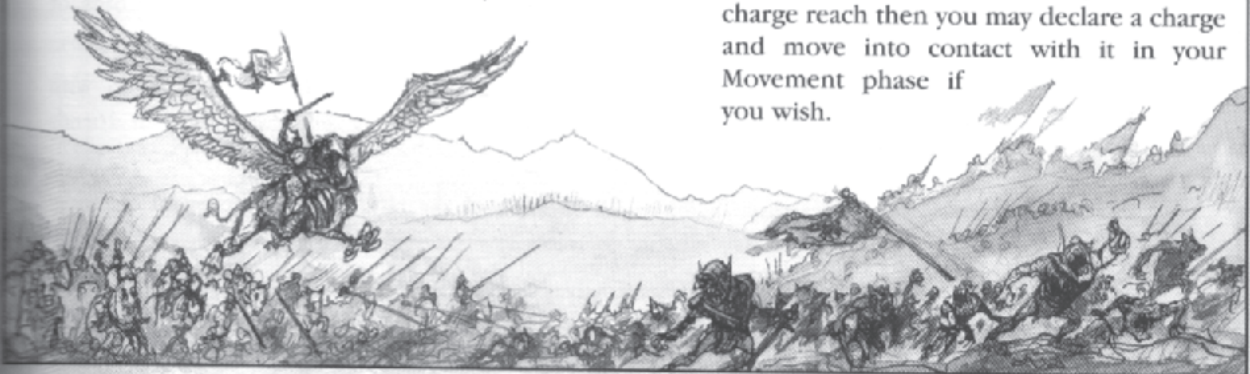
An internal squabble amongst the ranks soon grows into a minor riot with fists and curses flying. This throws the unit into disorder and prevents all moving and shooting this turn. The unit can do nothing this turn whilst the Bosses crack heads together to restore order.

6 We'll Show 'em

The rest of the army is just softies compared to us. We'll show 'em how it's done. Ccharge!

Determined to show that they are the best, the unit dashes towards the enemy, cheering, waving weapons and jeering at their foes. The unit immediately makes a full normal move (not a march move) towards the nearest enemy unit, deducting the usual penalties for terrain, turning, etc. The unit must move so as to get as close to the enemy as it can, and cannot move less unless another unit or an uncrossable obstacle is in the way. If the unit moves into an enemy unit, it counts as having charged.

This extra move is an exception to the normal turn sequence and once it has been made the unit is no longer considered to be suffering from Animosity this turn. It may still move in the Movement phase, shoot, cast spells and fight just as normal. If this extra move brings an enemy unit into charge reach then you may declare a charge and move into contact with it in your Movement phase if you wish.





ORCS

Orcs are the largest as well as the toughest, meanest and by far the most dangerous of the greenskins. There are several different kinds of Orc, as we shall see, but the most numerous are just plain Orcs or Common Orcs. Unless an Orc foot unit is made up of Black Orcs, Big'Uns or Savage Orcs it will follow the rules here.

Even the smallest Orc packs a great deal of bone, muscle and bloody-mindedness into a body as tall as a man and substantially broader. Orcs vary a great deal in size and appearance, with the biggest individuals in charge of the rest. The pecking order within each tribe is established by constant fighting, so only the meanest and nastiest Orcs get to the very top of the tribal ladder.

What Orcs have in undeniable abundance is brute strength, made all the more dangerous by generous lashings of ignorance. To make matters even worse, Orcs feel almost no pain and care little about discomfort, physical hurt, or even death. They enjoy nothing more than violence and will happily face death in battle just so long as they get a chance to put up a good fight first. Perversely, this unthinking aggression can work to their disadvantage, as Orcs will plunge heedlessly into combat against a vastly superior enemy rather than retreating as would any sensible human.

ORCS

	M	WS	BS	S	T	W	I	A	Ld
Orc	4	3	3	3	4	1	2	1	7

Special Rules

Ignore Goblin Panic; Animosity; Choppa.

BLACK ORCS

Black Orcs are the biggest and strongest of all Orcish breeds. Because of this, they're able to grab the best gear and are invariably better armoured than the rest of the ladz. This also means that they're always in the thick of the fighting. Perhaps this is why there are so few Black Orcs and why they usually form the ruling clan of a larger Orc tribe rather than a tribe in their own right. Even tribes with hardly any Black Orcs are often led by a Black Orc Warboss. And jolly grateful they are too!

On the battlefield Black Orcs like to concentrate on the job at hand. Disputes which would cause squabbling and disorder amongst the other greenskins are settled around the campfires the night before by means of orderly head-butting competitions and Gobbo throwing contests.

BLACK ORCS

	M	WS	BS	S	T	W	I	A	Ld
Black Orc	4	4	3	4	4	1	2	1	8

Special Rules

Ignore Greenskin Panic; Choppa;

Quell Animosity: Black Orcs do not test for *Animosity*. Furthermore, the stern scowls and menacing sneers of the Black Orcs are so threatening that a unit which fails an *Animosity* test when led by a Black Orc character, or within 6" of a Black Orc character or unit, will ignore the roll and must immediately roll again. If this second roll is also failed then even the menacing presence of the Black Orcs can't keep the greenskins in order, and a roll on the *Animosity* table is taken as usual. If the Black Orcs are fleeing then they cannot quell *Animosity* in other units nearby.



Thick clouds of smoke billowed high into the air behind Gorbad Ironclaw. He hadn't told the ladz to torch the vast fields of wheat that surrounded the villages and hamlets of the Moot, but he could always depend on them to loot and pillage in proper Orcy fashion.

'Boss, boss!' yelled one of his boyz, frantically pointing to a wide section of the river. 'Loads of dem bite-size beardless stunties are escaping downstream.'

A dozen or more hastily constructed rafts were slowly floating away. Each raft was packed with Halflings, many others clinging desperately to wooden timbers or the odd barrel as their friends and family tried to make more room for them.

A few Orcs fired flaming arrows in the vague direction of the rafts but this section of the river was just too wide for their burning missiles to reach.

'We'll see about that,' Gorbad growled menacingly. 'Get Bazrag and 'is rock lobber. He could use a bit of target practice.'



BIG'UNS

Orcs continue to grow throughout their lives. How big they get has nothing to do with what or how much they eat, but more to do with their status. The more important they get the bigger they grow and the tougher and more important they become. Only when an Orc runs up against a bigger, tougher and meaner boss Orc who firmly puts him in his place does he stop growing. This useful trait makes it easy for an Orc to recognise other Orcs that are better than he is... they are bigger! Amongst greenskins biggest is always best.

The biggest Orcs are obviously the chieftains and their henchmen, but the next largest are called Big'Uns. These are Orcs on the way up (quite literally) and all hope to rise to become bosses one day. In the meantime they form a cadre of the meanest and best of the tribe's warriors.

BIG'UNS

	M	WS	BS	S	T	W	I	A	Ld
Big'Un	4	4	3	4	4	1	2	1	7

Special Rules

Ignore Goblin Panic; Animosity; Choppa.

SAVAGE ORCS

Due to the addling effects of heat and strong sunlight on the Orcish brain, the Orcs of the Southlands and other equatorial regions are reckoned a complete bunch of primitives even by Orc standards. They use mostly stone or bone weapons and go around half-naked or worse! In the Badlands, tribes of both Savage and Common Orcs intermingle.

Savage Orcs eschew armour in favour of warpaint, tattoos and lucky charms. Many of these charms take the form of teeth and bones removed from evidently less lucky creatures. These grim tokens are worn around their necks or pushed through their lips, ears and noses. Savage Orcs are notoriously wild and ferocious, even more so than other Orcs, and their enemies regard them as by far the most dangerous of their kind.

SAVAGE ORCS

	M	WS	BS	S	T	W	I	A	Ld
Savage Orc	4	3	3	3	4	1	2	1	7

Special Rules

Ignore Goblin Panic; Animosity; Choppa; Frenzy; Warpaint.



ORC BOAR BOYZ

The giant boars of the Warhammer world are ferocious and loudly flatulent animals noted for their ill-tempered and uncompromisingly vicious nature. These are qualities readily appreciated by Orcs.

Most Orcish settlements have secure pens where they keep their boars. The boars themselves are evil-minded creatures that take every opportunity to maim, bite and kick their masters, but this doesn't really concern the Orcs who are on the whole sensible enough to keep well clear. Goblins, on the other hand, are seldom given the choice and have to undertake the hazardous task of feeding the boars and cleaning out their pens. They do their best to pass these noxious jobs on to the even smaller (and more easily bullied) Snotlings, but these are so terrified of the boars that they're no use at all. The fact that Snotlings are frequently part of the boar's menu may have something to do with it.

Orc Boar Boyz are rough, tough and very determined. Breaking in a boar can be a long and dangerous business, but fortunately Orcs have thick skulls and don't feel pain much. In fact, it is pretty much impossible to train a boar; the Orc rider just learns to hang on better whilst the creature goes crazy, goring and stomping and inflicting as much damage as it can.

BOAR BOYZ

	M	WS	BS	S	T	W	I	A	Ld
Boar Boy	4	3	3	3	4	1	2	1	7
Boar	7	3	0	3	4	1	3	1	3

Special Rules

Ignore Goblin Panic; Animosity; Frenzy (Savage Orcs); Warpaint (Savage Orcs).

Thick-skinned: Boars are thick-skinned creatures that will stubbornly refuse to acknowledge that they are dead until well after the event. To represent this remarkable pig-headed obstinacy, a Boar rider receives an armour save bonus of +2 rather than the usual +1 for ordinary cavalry mounts. Thus even an unarmoured, unshielded Orc Boar Rider has an armour save of 5+.

Tusker Charge: A charging boar is a bad-tempered mound of bloody-minded muscle and bone with pointy tusks, sharp teeth and appalling breath. The impact of this slavering beast is just as impressive as a fully armoured knight with a lance. A charging Boar therefore receives a Strength bonus of +2, giving it a Strength value of 5 during the turn in which it charges. Obviously this bonus applies to the Boar and not to its rider.

GOBLINS

Goblins are small, green, vicious, mean-spirited and generally unpleasant creatures. Clues as to their character may be discerned in their tiny pointed teeth, beady, glinting eyes, scrawny, grasping hands and general demeanour of a whipped dog.

To give them their due, Goblins are prolific. There are lots of them and no matter how many die or run away there are always plenty left. Their preferred method of fighting is to shoot their enemy in the back from a good distance. They are half-way decent shots but in other respects are poor and often unwilling fighters. However, they are dangerous in large numbers and quite capable of overwhelming far better troops by sheer weight of numbers.

Like all greenskins, Goblins are quarrelsome and fractious. They fight amongst themselves both on and off the battlefield. They feel little sense of loyalty to their own kind let alone anyone else, and will cheerfully maim, kill and even eat their comrades if they can get away with it.

Goblins are generally recognised as belonging to two main breeds, namely Common Goblins and Night Goblins. These types are not physically different to each other, although all kinds of Goblin are liable to extreme variations in size, so it is quite usual for a mob of Goblins to include some individuals as much as twice the size of others. In this respect, where a big Snotling becomes a Goblin and vice versa is debatable, though from an Orc's point of view it hardly matters as they're all there to be bossed about.

GOBLINS

	M	WS	BS	S	T	W	I	A	Ld
Common Goblin	4	2	3	3	3	1	2	1	6
Night Goblin	4	2	3	3	3	1	3	1	5

Special Rules

Animosity; Fear Elves.

Hate Dwarfs (Night Goblins Only): Night Goblin units hate their old subterranean rivals – the Dwarfs. When fighting Dwarfs, Night Goblins are affected by the rules given for *hatred* on pages 84-85 of the Warhammer rulebook.

Note: The Fear Elves, Animosity and Hatred rules described above only apply to Goblin infantry or cavalry units, and characters. They do not apply to war machines, Chariots, Fanatics or Squigs who are just too crazed or brainless to care. Only big mobs of Goblins are affected by these wayward tendencies as they goad each other into acts of cowardice, betrayal and petty vindictiveness.

GOBLINS

The majority of Goblins living in open areas, most notably in the Badlands and Dark Lands, are Common Goblins or just ordinary Gobbos. They are as common as muck throughout the hills, valleys and plains of the Old World and beyond. We quite cheerfully refer to all the different kinds of Goblins as Goblins, but where this might prove confusing we call ordinary Common Goblins just that... Common Goblins. And ain't they just!

NIGHT GOBLINS

Night Goblins are adapted to life underground where they subsist on fungi, Cave Squigs, beetles and bits of each other. They live under the mountains throughout the Old World and Southlands in tunnels and caverns that are cool and dark. Night Goblins have a strong aversion to daylight and when forced above ground wear black or very dark enveloping robes to protect themselves from the sun's rays.



NIGHT GOBLIN FANATICS

Night Goblins cultivate many types of edible fungi of which the Mad Cap Mushroom is one. It is used to make the legendary fungus beer, one draught of which turns a Goblin into an ecstatic gibbering lunatic. These Night Goblin Fanatics are impervious to pain, almost completely unaware of anything about them, hugely strong and utterly fearless into the bargain.

A Fanatic carries a huge ball and chain, a weapon so large and heavy he could not lift it were it not for the marvellous strengthening effect of fungus beer. The intoxicated Fanatic has to be marshalled along by his mates. His urge to leap about and start to swing his ball and chain is hard to suppress, but his fellows manage this by grabbing hold of him very tightly and sitting on him when necessary. They know that if the Fanatic starts to whirl about anywhere near them they are in deep trouble.

As the Goblins advance into battle they keep a tight hold of their Fanatics until the enemy approaches nearby. They then push each Fanatic out towards the foe, giving him a good shove in the right direction and hoping for the best. Free at last, the deranged Goblin starts to spin round crazily, whooping and swinging his ball in a dizzy arc of destruction. Anything in his path gets smashed to pieces.

After cutting a swathe of destruction through (hopefully) the enemy army, the Fanatic runs out of energy and collapses in an exhausted pile with a silly grin on his face, crashes into a tree, or throttles himself with his chain. Until this happens he blunders about, spinning wildly around the battlefield like a top. Despite the eagerly shouted advice of his Goblin mates he is quite capable of getting hopelessly confused and carving a path of doom through his own side's troops.



NIGHT GOBLIN FANATICS

	M	WS	BS	S	T	W	I	A	Ld
Fanatic	2D6	Special	5	3	1	3	D6	10	

Special Rules

Hide in Night Goblin Units: Fanatics are not placed on the table at the start of the game as are other troops. Instead you must make a written note of any Night Goblin units which include hidden Fanatics. These are referred to as **Concealing Units**. Fanatics remain hidden inside Concealing Units, carried along by their fellows, until they are ready to be pushed out towards the enemy.

Releasing Fanatics: Fanatics are released as soon as enemy come within 8" of their Concealing Unit, or the Concealing Unit moves to within 8" of the enemy. There is no choice here; all the Fanatics in a unit must be released as soon as enemy are within this distance. The movement of Fanatics forms an exception to the usual turn sequence, because their move is often triggered by an enemy unit moving towards them. The enemy might even be charging the Night Goblins, for example.

Whatever the situation, whether it is your turn or not, as soon as enemy are within 8" your Fanatics must come out. All movement is halted whilst the effect of the Fanatics is worked out. If a moving enemy unit triggers the Fanatics, its movement is halted 8" away. The Fanatics' attacks are worked out completely before the opposing player's Movement phase proceeds. A unit that has been halted because its movement has triggered the release of Fanatics cannot move further that Movement phase unless it has already declared a charge (see page 16).

As flyers move in long, low swoops or hedge-hopping glides close to the ground, they are treated just like foot troops for the purposes of triggering Fanatics.

If, by whatever means, an enemy suddenly appears closer than 8" to the Night Goblins without ever being exactly 8" away (by means of a teleportation spell, for example), the sudden surprise causes each Fanatic to burst out in a random direction as described later for regular Fanatic movement. This can send the Fanatics whirling off in any direction, but they always come from the edge of their Concealing Unit. They can never cause damage to their own unit on the turn they emerge, even if they burst through the sides or rear.

Moving Fanatics from their Unit: The Fanatics are shoved out from the edge of their unit. Take a Fanatic model and indicate the direction you want it to go in. This can be any direction you wish, not necessarily towards the nearest enemy. Now roll 2D6 for the Fanatic and put it on the table that number of inches in the chosen direction. Move each Fanatic one at a time in the same manner, placing them as you go, choosing a suitable direction for each. Obviously some models will move further than others and the average roll is 7, so you will need to score slightly above average to hit a target 8" away.

Fanatics move through any troops in their way. They do not stop but keep whirling onwards oblivious to their surroundings. If a Fanatic's move would otherwise end in the middle of a unit then he automatically bounces

through it and is therefore moved the extra distance to emerge from the other side. Place the Fanatic model 1" beyond the enemy unit, in the direction he was moving.

Splat!: Fanatics don't fight in close combat at all. Instead they cause terrible carnage as they whirl through their target. They cannot be attacked in close combat. The only way to kill a Fanatic is to shoot him, fry him with magic or wait for him to collapse from exhaustion.

If a Fanatic touches a unit as he moves he automatically inflicts D6 Strength 5 hits with his spinning ball of death. It does not matter how many models the Fanatic spins through. If he hits just one then he bounces around inside the unit, rebounding from foe to foe, until he spins out the other side leaving the enemy completely devastated. Note also that a single Fanatic can pass through several units in one turn if he rolls high enough.

No armour saves are permitted from Fanatic attacks. Heavily armoured targets are just as vulnerable as others – their armour is easily crushed whilst nimbler and more lightly armoured individuals might more readily dodge out of the way.

Work out all the damage caused by Fanatics when they strike their targets. If they cause very high casualties this can cause a Panic test in the same way as missile casualties. However, rather than waiting until the end of the phase to take this test, in this case work out the result before continuing. This can be useful as it allows Night Goblins to drive off enemy units and send them fleeing.

If a Fanatic spins into a unit that is engaged in close combat then calculate the number of hits as normal, i.e. the Fanatic causes D6 hits to each unit it moves through. Note that the hits are not randomised between the engaged units, but apply only to the specific unit(s) that the Fanatic actually moves through.

Further Movement of Fanatics: Fanatics that have already burst from their Concealing Units move in the compulsory moves part of their Movement phase. Move Fanatics before doing other compulsory movement (such as fleeing units) as this will save complication later. Taking each Fanatic one at a time, roll a Scatter dice to determine which direction he moves in. The Goblin is now so completely dizzy he could go anywhere. Move the Fanatic 2D6" in the direction shown by the arrow of the Scatter dice.

If you roll a double on the 2D6 roll then the Fanatic is not moved but meets with an accident, choking himself on his chain, or collapsing into an exhausted heap. In any case, a double indicates the Fanatic has met his end and the model is removed from the table instead of moving. Note that this only happens during further movement of Fanatics – not when a Fanatic first emerges from his unit.

Move the Fanatic into and through any units it hits as already described and calculate damage on each unit touched. With any luck that good, hard push will have put the Fanatic firmly amongst the enemy and as far from his mates as possible... but you can never be sure.

Night Goblin Fanatics

Charge!

A



B



Charge!

C



Charge!

It is the enemy's turn and their units A and B have each declared a charge against your Night Goblin Archers.

Enemy unit C has declared a charge against your Orcs.



Night Goblin Archers



Orc Boyz



1. Unit A moves first. When it gets to 8" away from the Night Goblins its movement is halted and the Fanatics are released.

2. You decide to send the first Fanatic (d) towards unit A, but roll a 4 so it doesn't reach them.

B



C



3. You send Fanatics e & f towards the enemy units B and C to get in their way. Neither reaches the enemy, but both now block their charge routes.



4. Unit A must now decide whether to complete its charge (and take damage from the Fanatic as it charges through it) or halt where it is. Units B & C have the same choice as they have also declared charges. Note that this is true for unit C even though it declared a charge against a different unit entirely.

Moving through Fanatics: Troops are not allowed to intentionally move into a Fanatic that was released in a previous turn unless they are charging as described below. However, troops will sometimes be forced to move into a Fanatic, for example because they move randomly or if they flee or pursue through it. When this happens the unit takes damage as if hit by the Fanatic. A unit which panics as a result of casualties suffered from a Fanatic does not need to take further damage if it flees back through the same Fanatic – the troops are assumed to flee in front of the Fanatic as it whirls towards them.

As already described, a moving unit that is confronted by emerging Fanatics is halted 8" away from the Night Goblin unit and does not move any further in that Movement phase. However, charging units are an exception to this rule. This is true even if the unit has declared a charge but has not yet started moving. The unit

must complete its charge once damage from the Fanatics is worked out and if no (more) Fanatics would be hit as a result. If Fanatics are left in-between the chargers and their target then the chargers can choose to either halt where they are, or complete their charge by deliberately moving through the Fanatics. This is entirely up to the player. If chargers move through a Fanatic then they take further damage. This may initiate a Panic test if sufficient casualties are caused, assuming that a Panic test has not already been taken. If a Panic test due to Fanatic casualties has already been taken and passed then another test is not needed.

As Goblin Fanatics cannot be fought normally, either player can ignore them and charge through them, moving as if they were not there. The charging unit takes damage from the Fanatic as normal, and if the Fanatic would end up inside the unit it is placed 1" behind the unit instead.

Moving into Obstacles: If a Fanatic moves into an obstacle, wood, building, impassable terrain of any kind, or off the tabletop altogether then he is slain. If two Fanatics collide both are slain.

Dangerous Loonies: Fanatics are often as much of a danger to their own side as they are to the enemy and for this reason the greenskins sometimes feel obliged to fill 'em full of arrers.

Unlike normal troops which cannot fire on their own side, Orcs and Goblins may shoot at Fanatics. This is a drastic course of action, but the sight of one of these frothing loonies heading straight back towards your own lines calls for desperate measures!

Unbreakable: Fanatics are *unbreakable* and cannot be beaten (or even fought) in close combat.

Fanatics and Victory Points: Fanatics are an upgrade for their Concealing Unit and so their cost is part of that unit just as it is if you upgraded a model to a Standard Bearer or Musician.

Killing individual Fanatics gains no Victory points. However, you will get the Victory points for the Fanatics if you destroy the Concealing Unit, whether the Fanatics themselves are dead or still spinning madly around the battlefield.

NIGHT GOBLIN NETTERS

Night Goblins are experts at hunting and capturing the many dangerous types of Cave Squig that lurk in the tunnels beneath their mountains. To this end they use strong, weighted nets together with a variety of large clubs and other blunt instruments to stun the Squigs once they are netted. These Netters are

accomplished hunters and really quite brave as Goblins go. Their courage may be due in part to constantly inhaling fungal spores, an occupational hazard which tends to rot the brain and leaves the Squig hunter with a perpetual grin and an underdeveloped sense of danger.

NIGHT GOBLIN NETTERS

	M	WS	BS	S	T	W	I	A	Ld
Netter	4	2	3	3	3	1	3	1	5

Special Rules

A unit of Night Goblins may include a proportion of Netters (see page 44). The Netters use their nets to entangle the Goblins' enemies, rendering them unable to fight.

Netter models always fight exactly like an ordinary rank-and-file Goblin of their type and are assumed to be armed and armoured in the same way too. So, in a regiment of Night Goblin Archers the Netters are assumed to have bows as well even if individual models appear solely preoccupied with waving their nets about! We can safely imagine that sufficient Night Goblins have concealed weaponry nestling beneath their robes and leave it at that (it is best not to probe too deeply beneath the robes of a Night Goblin).

Netters can attempt to entangle enemy models before the first round of a combat. Their special ability only applies once during a combat engagement, after which they are assumed to have thrown their nets away and resorted to ordinary weaponry. Once they have thrown their nets the Netter model is replaced with a normal Night Goblin for the rest of the battle. This shouldn't be a problem as you're in combat now and there are bound to be a few casualties among the Gobbos...

Immediately before normal fighting begins, each Netter Goblin can attempt to throw his net over an enemy model in base contact. Roll to hit on behalf of the Netter in the same way as when fighting close combat. If the target model is hit it is entangled. Several Netters can attempt to throw their nets over the same model assuming that they are all in base contact with their target.

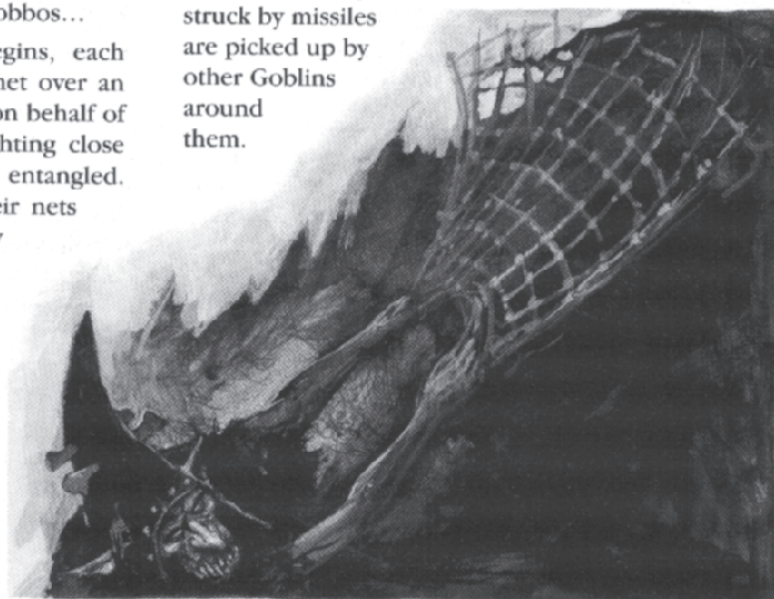
Entangled models lose 1 Attack from their profile for the rest of that turn. A character model or a model with multiple Attacks might be netted several times, in which case the penalty is cumulative; -1 Attack is lost each time the model is netted. However, if the model has special attacks or attacks which are not based on the model's profile these are not affected. If the model is mounted on a creature that

has its own Attacks then the player who has been netted can elect to surrender either a mount or rider Attack, but only loses 1 Attack from the model in total.

Once all entanglements have been worked out, combat proceeds as normal with both sides making attacks in the usual order, including the Netters. Note that this means that Netters get to fight twice in the first round of combat – once with nets and once with ordinary weapons. In second and subsequent turns of combat the Netters have no further effect and previously 'netted' enemies struggle free to fight as normal.

Netters in rear ranks may fight with spears if allowed to do so normally, but may not use their nets. In a Goblin Movement phase when the unit is not fleeing or otherwise bound by compulsory movement, any surviving Netters may be repositioned in the front rank, just as you would reposition a character model. In this way you can include more Netters in a unit than will fit in the front rank at one time and use them in a second or third combat.

When a Night Goblin unit containing Netters is shot at by missile weapons the player can remove any models as casualties – and will almost certainly not remove Netters in preference to ordinary Night Goblins. You might imagine that in this circumstance the nets of any Netters who might be struck by missiles are picked up by other Goblins around them.





NIGHT GOBLIN SQUIG HERDS

In the deepest and darkest caverns beneath the mountains live all kinds of deformed mutant monstrosities which Night Goblins call Squigs. When Goblins descend into the caves in search of rare and useful kinds of fungi they are constantly on the lookout for these dangerous creatures.

Squigs are weird beasties, part fungus and part flesh, but mostly teeth and claws. Night Goblins are expert at hunting, slaying and capturing these creatures; Squig skins and teeth are useful for making all kinds of things and, of course, Squigs are delicious roasted.

Squigs are also kept as pets by the bravest Goblins and make excellent guard 'dogs'.

Squigs can be herded into battle. Although they are wild and dangerous creatures it is possible to encourage them towards the enemy by means of pitchforks, firebrands and the loud beating of drums. Especially gallant, insane or suicidal Night Goblins like to exhibit their skills by jumping onto Squigs and riding them as they leap about. These Squig Hoppers are a terrible danger to friend and foe alike... but mostly to themselves.

NIGHT GOBLIN SQUIG HERDS

	M	WS	BS	S	T	W	I	A	Ld
Night Goblin	4	2	3	3	3	1	3	1	5
Squig	2D6	4	0	5	3	1	3	2	3

Special Rules

Squig Herds: Squigs don't fight on their own – they have to be herded into battle by Night Goblins armed with pitchforks, firebrands, whips and various loud drums and horns, not forgetting the truly repellent drone of the 'squigpipe'. A Squig herd unit therefore consists of three different elements:

- 1) Squigs.
- 2) Night Goblins.
- 3) Squig Hoppers.

These may be mixed in different proportions (see page 46) but are always arranged into a normal formation of ranks and files, just like other units.

When deploying a Squig Herd on the tabletop, Night Goblins can never be arranged in front of Squigs. They can be placed in a rank behind Squigs or alongside Squigs, but never in front. Squig Hoppers can go in any rank in front, behind or beside Squigs as you wish.

The unit is considered to have the same Leadership value as the Night Goblins because they control the Squigs (in theory). All Leadership based tests are therefore taken against the Night Goblins' Leadership, including any Break tests required.

Herd Move: The entire unit is moved at the pace of the Night Goblins which is normally 4", or 8" when marching or charging.

Loose Squigs: If, at the start of the Goblin player's turn, there are more than three Squigs in the unit for each Night Goblin then any excess Squigs become 'loose Squigs'. Squig Hoppers are ignored – each rider controls his own mount. Loose Squigs move and attack in the same way as Squig Hoppers except that they always move in a random direction. See the rules opposite.

Flee! If the unit is forced to flee for whatever reason, whether it breaks from combat, *panics*, or suffers from adverse psychology, the Night Goblins will flee as normal whilst all the Squigs become loose Squigs and each model makes an immediate random bounce. Any Squig Hoppers still with the fleeing unit are assumed to throw their riders and become loose Squigs (replace with Squig models if you have some spare, or ignore the riders just like the Squigs do!).

Combat: Models in base contact with the enemy can fight regardless of whether they are Squigs or Night Goblins. In the case of Squig Hoppers only the Squig fights, the rider is too busy hanging on to do anything else. Night Goblins are assumed to carry only basic weaponry as their armaments are really designed for herding not fighting – they therefore get no bonuses or special weapon rules, even if they carry spears, huge clubs, squigpipes or whatever.

Fear Elves: All Goblins dislike fighting Elves and who can blame them? A Squig Herd unit *fears* any unit of Elves of any kind that it does not outnumber by at least two to one, including Squigs and Squig Hoppers amongst its own number. See pages 81-82 of the Warhammer rulebook.

Animosity: See pages 8 & 9.

Hate Dwarfs: Night Goblin units *bate* their old subterranean rivals – the Dwarfs. When fighting Dwarfs, Night Goblins are affected by the rules given for *batred* in the Warhammer rulebook, pages 84-85. This doesn't affect the Squigs or Squig Hoppers at all... all short, ugly bipeds taste equally good as far as they are concerned.

Squig Herd Casualties: In close combat, casualties are removed as normal from models actually fighting. Hits from missile fire should be randomised between Squigs, Hoppers and Gobbos as appropriate.

Squig Hoppers: Squig Hoppers are Night Goblins riding, or rather hanging on to, Squigs. They are included in Squig units and can fight in them too. The rider never fights, he is too busy trying to stay on, so a

Squig Hopper fights exactly like a Squig. The advantage of a Squig Hopper is that he can deliberately bounce out of the unit at the start of the player's Movement phase so long as the unit is not already fighting in close combat, has declared a charge, or is subject to a compulsory movement rule such as that caused by a failed Animosity test, etc.

At the start of the Movement phase, as part of compulsory movement, the player indicates which of his Squig Hoppers will bounce out of their unit. Taking each Hopper one at a time, indicate the direction he will move in and roll 2D6 – the Squig Hopper moves exactly the distance rolled. However, on the roll of any double the rider is thrown immediately and the Squig Hopper becomes a loose Squig. If you have a spare Squig model, replace the Hopper with that. Otherwise just make a note and roll a Scatter dice to establish the direction bounced as described for a loose Squig.

If a Squig Hopper or loose Squig bounces onto any unit from either side it will attack immediately. Work out if the Squig hits and remove any casualties caused. The enemy cannot fight back. Then bounce the Squig again in exactly the same way. Continue to bounce each Squig until it lands on an empty space. If you're lucky it will bounce from one enemy unit to another, killing as many enemy as possible. If you're lucky...

If the Squig Hopper lands on a unit engaged in close combat allocate hits as you would for a template. See pages 60-61 of the Warhammer rulebook.

Once a Squig Hopper bounces out of his unit he is no longer part of it. He immediately counts as a casualty for purposes of calculating the proportion of the unit remaining on the battlefield, e.g. when determining if the unit can rally (ever the optimist, eh!).

Loose Squigs: Loose Squigs move in a random direction established by rolling a Scatter dice along with 2D6 for distance. If players are unfortunate this can result in Squigs bouncing over their own side. Loose Squigs that land on units will attack and then bounce off again just like Squig Hoppers described above. For a Squig, the battlefield is like a dream come true with tasty Goblin-shaped snacks

running everywhere. Occasionally they are overcome by this frantic excitement, so if a loose Squig rolls a double for its Bounce distance it explodes in mid-air causing a loud bang but no further damage. Naturally this is fatal for the Squig!

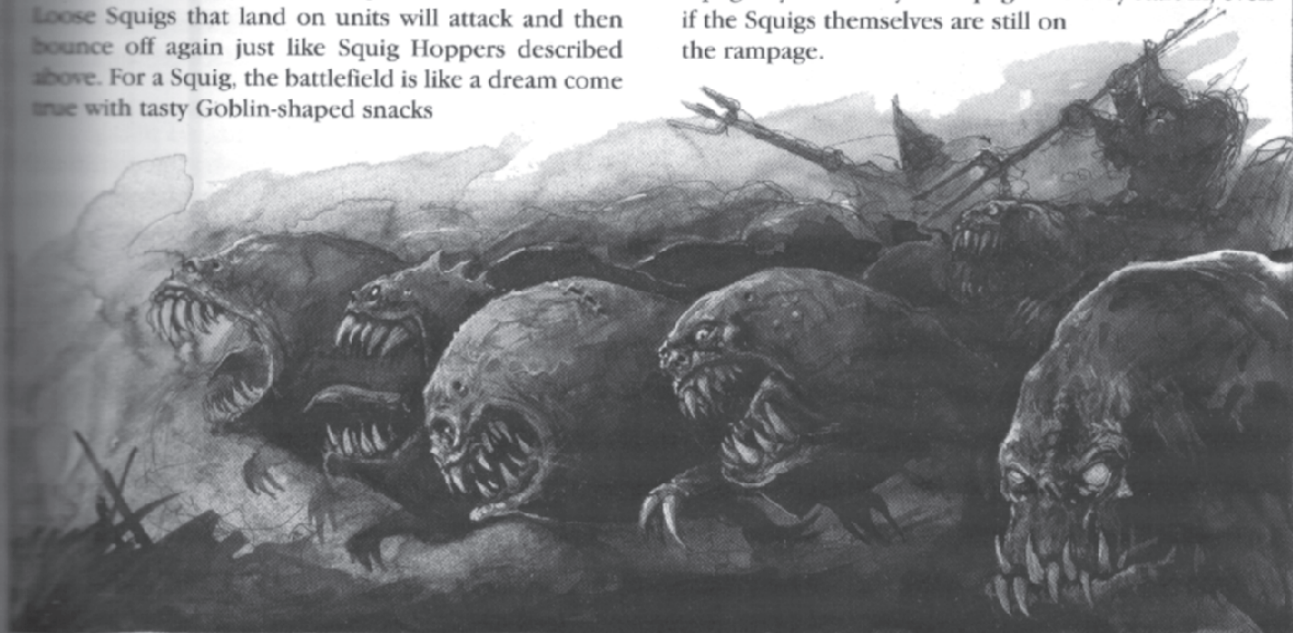
If a Squig Hopper throws its rider it becomes a loose Squig and is moved in a random direction rather than the direction the player wishes. Players may substitute the model for a Squig if a spare is available.

Fighting Squig Hoppers and Loose Squigs: If troops charge a loose Squig or a Squig Hopper that has bounced out of its unit, it is always caught defenceless and automatically slain in the ensuing combat round without fighting back. However, this is still considered to be a combat engagement so the normal rules of combat apply and the model is left in place until the Close Combat phase. Though this may seem a harsh fate for a Squig Hopper, having just bounced it is severely winded and can easily be overcome even by the weediest troops.

Squig Hoppers and loose Squigs can also be targeted by missile fire. If they are hit, work out damage as normal. In the case of Squig Hoppers, the first wound always kills the rider, turning its mount into a loose Squig, the second wound kills the Squig. A Squig Hopper which turns into a loose Squig as a result of missile fire will bounce randomly from its next turn.

Squig Psychology: Squig Hoppers and loose Squigs are Immune to Psychology. They are far too enraged to worry about such things as *fear* and *panic*!

Loose Squigs, Squig Hoppers and Victory Points: These are paid for as part of the Squig Herd and so their points cost is part of that unit, just as it is when you upgrade a model to a Standard Bearer or Musician. Killing individual Squig Hoppers or loose Squigs gains no Victory points. However, you will get the Victory points for any remaining Hoppers or loose Squigs if you destroy the Squig Herd they start in, even if the Squigs themselves are still on the rampage.



SNOTLING SWARMS

Wherever there are Orcs or Goblins there are tiny greenskin Snotlings. It is a common belief amongst humans that Snotlings grow into Goblins and Orcs. Given that all greenskin settlements are overrun with the things this does seem a perfectly reasonable assumption. Another equally likely explanation is that Snotlings are just the smallest of a whole range of very variably sized and shaped creatures. No Orc or Goblin would draw a distinction between a largish Snotling and a smallish Goblin. To an Orc, anything smaller than him is a 'Grot' to be kicked and abused, whilst anything bigger is a 'Boss' to be avoided as much as possible.

Snotlings often congregate around the smelliest area of an Orc camp, known as 'the drops'. Here they gibber to each other in their squeaky little voices and hunt the various types of tasty 'squiggly beasts' (or Squigs as they are usually known) that live there.

When the Orcs and Goblins go off to war, the bravest Snotlings sometimes follow, banding together in smelly little huddles that egg each other on to ever braver deeds. Well, brave for a Snotling! These groups include all manner of strange creatures from the drops as well as Snotlings. Some have been brought along as a half-time snack, and others simply have too many teeth to be turned away. Whatever the mix of beasties and Snotlings in the unit, all Swarms are

treated the same way once they get to battle. Badly! Actually, Snotlings serve the green horde very well in battle as they happily do all manner of tasks that nobody else would touch, including being lunch.

SNOTLING SWARMS

	M	WS	BS	S	T	W	I	A	Ld
Snotling base	4	2	0	2	2	3	3	3	10

Special Rules

Horde: Snotlings don't fight as individual models. Instead, a number of them are grouped together on a single 40mm x 40mm base, which is treated as a single model with 3 Wounds and 3 Attacks.

Unbreakable: Snotlings crowd together into an amorphous mob of tiny, vicious creatures. Vicious, but dim. So dim, in fact, that they are unable to distinguish between the dangers of a friendly clip round the ear from a passing Orc and being crushed underfoot by a regiment of enemy knights. Consequently, Snotling Swarms are *unbreakable* and will carry on fighting regardless of casualties or nearby events.

Nobody cares: As Snotlings are the smallest and weediest of the greenskins, it would be extremely embarrassing for an Orc or Goblin to be seen leading them. Consequently, no Orc or Goblin character may ever join a Snotling Swarm.

GOBLIN WOLF RIDERS

Common Goblins ride Giant Wolves much as humans ride horses. Not only are these large and dangerous creatures ridden by individual Goblins, but chariots and carts may be pulled by several Giant Wolves harnessed together. Giant Wolves are vicious creatures with slavering fangs and sharp claws, quite often more dangerous than their Goblin riders. They are faster than horses too.

Goblin Wolf Riders commonly raid and pillage ahead of advancing Goblin hordes, scouring the countryside for signs of enemy troop movements. On the battlefield they harry the flanks of enemy units and chase down those who've fled braver greenskins.

GOBLIN WOLF RIDERS

	M	WS	BS	S	T	W	I	A	Ld
Goblin	4	2	3	3	3	1	2	1	6
Wolf	9	3	0	3	3	1	3	1	3

Special Rules

Animosity; Fear Elves; Fast Cavalry.



TROLLS

These are large creatures, very strong but also rather stupid. There are many different kinds because, like greenskins, Trolls vary a great deal in appearance. However, it is fair to say that they are universally big, ugly, hungry and best avoided where possible.

The most frequently encountered types of Troll are the (all too) Common Troll which is found anywhere suitably smelly, and the Stone Trolls and River Trolls who inhabit the mountains and rivers respectively. Stone Trolls are named for their rocky diet which allows them to inhabit the most inhospitable parts of the Old World's mountains where there is little else to eat. River Trolls are especially prized by Dwarf Troll Slayers seeking something exotic to kill them.

All types of Trolls are rightly feared because of their unthinking ferocity and indiscriminate appetite. They will eat anything they can find including flesh and bone, wood, rocks, bits of metal and even sprouts! The digestive juices of Trolls are prized by alchemists as the most corrosive substance known to science, whilst Troll blood is said to be highly effective in the treatment of 'Breton Rot'.

The other unusual characteristic of Trolls is that if their flesh is damaged it regrows almost immediately, including claws, hands, feet and even entire limbs. To kill a Troll it is necessary to either inflict a great deal of damage or to burn it in order to prevent it from regenerating. Fire is the second greatest ally of the Troll fighter, the Troll's own stupidity being the first.



TROLLS

	M	WS	BS	S	T	W	I	A	Ld
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Troll	6	3	1	5	4	3	1	3	4
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Special Rules

Fear: Trolls are huge repulsive monsters which are feared by their enemies. See the Psychology rules on page 81 of the Warhammer rulebook for details.

Stupid: Trolls are extremely stupid creatures that easily become confused. See the Psychology rules on pages 82-83 of the Warhammer rulebook for details.

Regenerate: Trolls can regenerate damage. See page 113 of the Warhammer rulebook.

Troll Vomit: A Troll's digestive fluid is the most corrosive thing known to science... and about the most revolting too. Trolls are able to vomit their stomach contents upon their enemies if they wish. A unit of Trolls can make Vomit Attacks instead of ordinary attacks during close combat. As each Troll can make only 1 Vomit Attack at a time, as opposed to 3 ordinary Attacks, this means the unit gets fewer Attacks, although these always hit and always penetrate armour due to the corrosive, semi-liquid

nature of Troll vomit. Therefore, a Vomit Attack automatically hits and inflicts a single Strength 5 hit with no armour saving throw allowed.

Trollish Types: Trolls are liable to physical mutation and there are many different strains, of which the most interesting are described below. All the models in a unit of Trolls are considered to be of the same type. Players may wish to mix in the odd model of different appearance for the sake of variety, but for game purposes the entire unit counts as the majority type.

Stone Trolls: These live in mountainous regions and eat far too many rocks. As a result their bodies tend to be stony and rather solid. Stone Trolls are all but immune to the effects of magical spells and consequently have Magical Resistance (2). See page 114 of the Warhammer rulebook for details.

River Trolls: River Trolls live in rivers, swamps, and other dank places. They are slimy, scaly and even more smelly than your average Troll, which is saying something. Enemies attempting to attack a River Troll in close combat suffer a -1 penalty on their dice rolls to hit due to the stench and slime. This penalty cannot make a Troll impossible to hit - a roll of 6 will always score a hit regardless of how slimy he is.

GIANTS

Giants and greenskins have a long history of association and it is common to find that a greenskin horde includes a Giant brought along to add weight (and height) to the army's combat prowess. It's not altogether clear why greenskins and Giants should get on so well, but it is noticeable that Giants are one of the few races that are considerably bigger and dimmer than even the biggest, thickest Orc.

For their part, Giants are more than happy to join a band of greenskins for the chance to eat people and get their hands on strong liquor. They're also keen on the endless opportunities for thumping people. If the odd Goblin happens to get scoffed along the way no one seems to mind – this kind of thing is just part of the rough and tumble of existence when you're green.

GIANTS

	M	WS	BS	S	T	W	I	A	Ld
Giant	6	3	3	6	5	6	3	Special	10

Special Rules

Ignore Greenskin Panic.

Large Target: Guess what... Giants are Large Targets!

Terror: Giants are extremely large, verbose, rude, threatening and malodorous monsters and it's scarce wonder that they incite *terror* in their foes. See the Warhammer Psychology rules for details.

Stubborn: Being several times the size of everyone else, Giants naturally believe themselves far more important and also far tougher. Any cuts and bruises they get from the enemy just annoy them as the irritating little folk can hardly pose any real threat, can they? Because of this, a Giant will rarely flee from combat and greets the sight of his allies running off with a bellow of laughter and fond imaginings of how many more tasty Gobbos he'll be able to extort for saving them all. Giants are *Stubborn*.

Move: Giants have long limbs and move over normal sized obstacles such as walls and fences without breaking stride. Treat such obstacles as open ground when working out how far the Giant moves. However, when crossing such obstacles the player must test to see if the Giant falls over (see below).

Fall Over: Giants are ungainly and frequently befuddled, as a consequence of which they often trip, stumble or fall down. They are especially prone to this if they've been raiding the local brewery. When a Giant falls over, this is bad news for everyone nearby as a falling Giant can easily squash anything it falls on.

A Giant must test to see whether it falls over if any of the following apply:

- 1) When it is beaten in close combat. Test once results are established but before taking Break or Panic tests.
- 2) At the start of the Movement phase if it is fleeing.
- 3) When it crosses an obstacle. Test when the obstacle is reached.
- 4) If the Giant decides to Jump Up and Down on an enemy. Test immediately beforehand.

To see if the Giant falls over roll a D6. If you score between 2 and 6 then the Giant sways slightly, but regains his balance and no harm is done. If the roll results in a 1 the Giant falls over. Obviously, if a Giant is slain then it falls over automatically.

To determine which direction the Giant falls, roll a Scatter dice – the arrow indicates the direction in which the Giant falls. Place the Falling Giant template (see page 80) with its feet at the model's base and its head in the direction of the fall. Any models lying completely under the template are automatically hit. Any models partly covered are hit on a 4+.

Any model hit by a falling Giant automatically takes one Strength 6 hit which causes D3 wounds. These hits are resolved in the usual way. If the unit is in combat and the Giant has fallen over whilst attempting to Jump Up and Down, wounds inflicted by a falling Giant count towards the combat result.

A Giant that falls over automatically suffers 1 wound itself. No armour saves apply to this wound. If the Giant is in combat then this wound counts towards the final combat result.

Once on the ground, a Giant may get up in his following Movement phase, but may not otherwise move that turn. Whilst on the ground a Giant may not attack, but he can still defend himself after a fashion so the enemy must still roll to score hits on him. If forced to flee whilst on the ground the Giant is slain – the enemy swarm over him and cut him to pieces. If the Giant gets the opportunity to pursue his foes whilst he's on the ground he stands up instead. A Giant may attack on the turn it stands up.

Giant Special Attacks: Giants do not attack in the same way as other creatures though they select their victims as normal. They are far too large and fractious to take orders, and much too scatterbrained to have any sort of coherent plan. In fact, once in combat even the Giant doesn't really know what he's going to do next! To determine what happens, each Close Combat phase roll a D6 on one of the following tables when it is the Giant's turn to fight. Which table you use depends on the size of the Giant's victim. When fighting characters riding monsters, decide whether to attack the rider or mount, as normal and use the appropriate table for the size of the target.

Giant fighting big things (Ogres, Kroxigors, Minotaurs or similar sized or larger creatures including chariots):

D6 Result

- 1 Yell and Bawl
- 2-4 Thump With Club
- 5-6 'Eadbutt

Giant fighting anyone smaller than above:

D6 Result

- 1 Yell and Bawl
- 2 Jump Up and Down
- 3 Pick Up and...
- 4-6 Swing With Club

Yell and Bawl: The Giant yells and bawls at the enemy. This is not a pleasant experience as Giants are deafeningly loud and tend towards poor oral hygiene. Neither the Giant nor models in contact with him actually fight if they have not already done so this round, but the combat round is automatically won by the Giant's side. The enemy are automatically beaten and must take resultant Break tests with a -2 modifier.

Jump Up and Down: The Giant jumps up and down vigorously on top of one enemy unit in base contact. Before he starts, the Giant must test to determine if he falls over. If he falls over, work out where he falls and calculate damage as already described. Any wounds caused by the fall (on either side) count towards the combat result. Assuming that he remains on his none too nimble feet, the Giant bounds up and down on the enemy unit, cackling madly.

The unit sustains 2D6 Strength 6 hits allocated as shooting hits. Work out damage and saves as usual. Giants enjoy jumping up and down on their enemies so much that a Giant that does so in one combat round will automatically do so in the following round if he is able to, assuming that he did not fall over in the previous round. A separate test is required at the start of each succeeding combat round to determine if the Giant falls over. A Giant that starts to Jump Up and Down will therefore continue to do so until he falls over or until the combat comes to an end.

Swing with Club: The Giant swings his club across the enemy's ranks, knocking many targets to the floor. The Giant inflicts D6 Strength 6 hits on the target unit, allocated as shooting hits.

Thump with Club: Most Giants carry a big club, often a tree trunk or a big bone. If they have no weapon they will use their enormous fists. The Giant picks one model as his target and brings down his club with a single mighty stroke.

The target may attempt to avoid the blow by taking and passing an Initiative test (use the lowest if the model has several different values). If avoided there

is no effect. If failed the target is struck and takes 2D6 wounds with no armour save allowed. If a double is rolled the Giant's club embeds itself in the ground and the Giant cannot attack at all in the following round whilst he recovers his weapon (this ceases to apply if the combat ends before the next round).

'Eadbutt: The Giant head-butts his enemy, automatically inflicting 1 wound with no armour saves allowed. If the victim is wounded but not slain then he is dazed and loses all of his following attacks – if the target has not yet attacked that combat round he loses those Attacks, if he has already attacked he loses the following round's attacks.

Pick Up and... : The Giant stoops down and selects a model (Giant player's choice) that is either in base contact or touching a model in base contact (Giants have a long reach). The target may make a single attack to try to fend off the Giant's clumsy hand. If this attack hits and wounds the Giant, the Giant's attack fails, otherwise the Giant grabs the model and the player rolls a D6 to see what happens next:

D6 Result

- 1 **Stuff into Bag.** The Giant stuffs the victim into his bag along with sheep, cows and other plunder. The model is effectively a casualty and can do nothing whilst in the bag, but if the Giant should be slain any enemy trapped in his bag are freed unharmed at the end of the battle. Victory points are not awarded to the enemy for freed models.
- 2 **Throw Back into Combat.** The victim is hurled back into his own unit like a living missile. This causes a wound on the victim with no saves of any kind allowed, and D6 Strength 3 hits (saves as normal) on the unit.
- 3 **Hurl.** The victim is hurled into any enemy unit within 12" of the Giant – randomly determine which. This causes a wound on the victim with no saves of any kind allowed, and D6 Strength 3 hits (saves as normal) on the unit. If no enemy units are in range, treat this as a *Throw Back into Combat* result instead.
- 4 **Squash.** This doesn't really bear thinking about. Suffice to say the model becomes a casualty and is removed from the game.
- 5 **Eat.** The Giant gobbles his victim up, swallowing him whole. The model is removed from the game.
- 6 **Pick Another.** The Giant stuffs the victim hurriedly into his bag or under his shirt (or down his trousers if they're really unlucky) and attempts to pick up another victim. The second victim makes a single attack (as above) to avoid being picked up. If the Giant rolls a succession of 6s it is possible for him to amass a collection of trapped foes in his pockets and bags (not to mention down his trousers). Trapped models are effectively casualties, exactly as explained in the *Stuff into Bag* result described above.



WYVERNS

At a distance you could mistake a Wyvern for a Dragon, but there is none of the nobility of spirit of Dragons in these debased and cruel creatures. It is this mean streak together with their sheer brute strength that attracts Orcs to them.

Wyverns are vast, scaled beasts with broad wings and huge, fearsome jaws. Their hide is well armoured with bony scales and their tail drips with black venom that hisses when it touches the ground. They live in dark caves, high in the most barren of mountains in the Worlds Edge range. Occasionally Wyverns venture from their mountain top eyries and are seen flying over the plains below. This is universally seen as a bad omen by the weakling races of Men and Elves, though the greenskins greet them with whoops and cheers.

No Orc would be foolish enough to try and tame a fully grown Wyvern, but sometimes a well-bullied Gobbo can be threatened into stealing an egg or a new hatchling. These can be hand-reared to obey their masters (at least some of the time), and a trained Wyvern is the pride of the toughest Orc Warlords.

WYVERNS

	M	WS	BS	S	T	W	I	A	Ld
Wyvern	4	5	0	6	5	5	3	2	6

Large Target: Wyverns are Large Targets.

Terror: Wyverns are large and horrific creatures to fight and so cause *terror* as described on pages 81-82 of the Warhammer rulebook.

Scaly Skin: The tough scales and plates that make up the Wyvern's hide give it a 4+ armour save. See page 112 of the Warhammer rulebook for details on Scaly Skin.

Fly: The massive pinions of the Wyvern allow it to *fly* as described on page 106 of the Warhammer rules.

Tail Attack: In addition to the two normal Attacks on its profile, the Wyvern can strike with its barbed tail. After all other close combat attacks from both sides have been resolved, the Wyvern strikes. Such is the malice of the Wyvern that it can make its Tail Attack even if it has been killed – its final act of revenge! Note that if the Wyvern is killed before it gets its normal attacks then these are lost – it takes all its dying strength to make the single Tail Attack. A blow from the envenomed tail is worked out as normal, but counts as a Poisoned Attack (see page 114 of the Warhammer rulebook). A wound caused by the Wyvern's Tail Attack counts towards combat resolution for that turn.

CHARIOTS AND PUMP WAGONS

Greenskins use chariots as fast, mobile weapons of war. Not only are they powerful but they also look good! A very important chieftain might choose to ride around in a chariot as a mark of his obvious superiority over more lowly greenskins.

Goblins harness giant wolves to pull their chariots whereas Orcs naturally favour the giant boar – difficult as it is to harness these irascible and startlingly flatulent creatures (though it's a lot easier when you only have to watch the Gobbos doing it).

To make the chariots even more obviously important, both Orcs and Gobbos invariably strap the biggest banners they can to the sides and rumble around in front of the army at breakneck speed. The rest of the army either ignores these show-offs or throws things at them like rocks, insults or the smaller members of their unit.

Whilst most greenskin chariots are fairly conventional looking, if somewhat ramshackle in the best tradition of Gobbo workmanship, the same cannot be said of the Snotling Pump Wagon.

The Pump Wagon is built by Snotlings in an attempt to copy the chariots of their larger greenskin brothers. Quite how the little greenies do it is a mystery. Swarms of Snotlings forage around the Orcish settlement where they live, stealing and scavenging raw materials from workshops and rubbish dumps. Anything that looks vaguely useful and momentarily unguarded is immediately seized for their project. Once they have accumulated a high enough junk heap, the Snotlings set upon it with ropes and hammers. From this squirming mass of hammering, squeaking and bickering emerges the Snotling Pump Wagon!

CHARIOTS & PUMP WAGONS

	M	WS	BS	S	T	W	I	A	Ld
Pump Wagon	2D6	-	-	4	4	3	-	-	-
Crew	-	2	-	2	-	-	3	3	10
Wolf Chariot	-	-	-	5	4	3	-	-	-
Goblin	-	2	3	3	-	-	2	1	6
Wolf	9	3	-	3	-	-	3	1	-
Boar Chariot	-	-	-	5	5	4	-	-	-
Orc	-	3	-	3	-	-	2	1	7
Boar	7	3	-	3	-	-	3	1	-

Special Rules

Goblin Wolf Chariot: See the Chariot rules in Warhammer, pages 126-128.

Orc Boar Chariot: See the Chariot rules in Warhammer, pages 126-128.

Snotling Pump Wagon: The Pump Wagon is a unique form of chariot and, by and large, treated in the same way as a chariot in terms of the game. Therefore all the usual rules for chariots apply except as noted below.

The main difference is that, unlike other chariots, the Snotling Pump Wagon's speed is not fixed but is determined randomly each turn to represent the sporadic efforts of its tiny crew. The Pump Wagon is moved during the compulsory part of the player's Movement phase and automatically travels 2D6".

The player has no control over the distance moved, but he can decide which direction to move the Pump Wagon before he rolls the dice. The

Snotties steer by leaning from side to side, causing the Pump Wagon to veer in an alarming manner (in case you were wondering!).

If the Pump Wagon should hit an enemy unit then it is treated as having charged into it and is brought to an immediate halt. The target unit can make the usual response just as if it had been charged in the normal manner. If the unit flees then the Pump Wagon continues its movement from that point.

If a Pump Wagon's move takes it into terrain that it cannot cross it is automatically wrecked and destroyed. Its crew are killed, incapacitated, or are overcome by a fit of the giggles and take no further part in the game.

If a Pump Wagon is careless enough to move into a friendly unit then it fights against it just as if the unit were enemy troops. This is unlikely to happen as the player can steer the Pump Wagon even though he has no control over its speed. However, should this occur, the Snotlings are assumed to be far too excited to notice that they are scrunching up fellow greenskins. They will continue to fight until one side is broken or destroyed.

When a Pump Wagon charges into combat it inflicts 2D6 impact hits at its Strength of 4. This is worked out exactly like other chariot impacts and differs only in so far as the number of hits is greater (2D6 as opposed to the usual D6).

The Snotling Pump Wagon is crewed by overexcited Snotlings out of their minds on adrenaline. It is unbreakable.



LOBBERS, CHUKKAS & DOOM DIVERS

Greenskins make all kinds of contraptions from crude wagons to clanking mills and sturdy war engines. Wood, iron and bone are cheerfully lashed together as required. If things fall apart they can quickly be stuck back together again with spit and string. Goblins are generally more nimble fingered when it comes to this kind of work whereas Orcs, being bigger, are good at bossing them about. Thus, nature has created the ideal workforce in the greenskin race.

Stone throwing machines and bolt throwers are common devices. Both kinds of machine are usually powered by twisted Squig hide ropes, creating the torsion required to fire a giant bow. Stone throwers sometimes use a counterweight mechanism to propel their missile. Regardless of their design, greenskins refer to all stone throwers as 'Rock Lobbers' and all bolt throwers as 'Spear Chukkas'.

The Doom Diver Catapult is a torsion powered device much like a Rock Lobber or Spear Chukka, but

instead of firing rocks or spears it is designed to launch Goblins. These Goblins are equipped with crude, folding wings which enable them to stay aloft for a short time before plunging back down to earth. This technique was developed to provide greenskin tribes with a form of aerial reconnaissance. Early aeronauts were given bits of slate and chalk on which to sketch enemy troop dispositions. As few Goblins survived the rather sudden landing, this was felt to be the only way of recovering the information they had gleaned. Unfortunately the idea wasn't a great success as most slates were found to bear a hastily scrawled message along the lines of 'Yahoooooo!' or 'Wheeeee!'.

It was soon realised that Doom Divers were more effective as missiles. This proved to be a role which the little greenskins took to with surprising enthusiasm. Although it's true that Doom Divers generally end up splattered across the landscape, the exhilaration, the speed and (most of all) the chance to look down on Orcs for a change, is just too good a thing to miss. After all, if you're a Goblin, ending your days as a hurtling instrument of death is a far better fate than getting knocked on the head and eaten by your mates.

LOBBERS, CHUKKAS & DOOM DIVERS

Special Rules

Rock Lobbers: Rock Lobbers are stone throwers and complete rules can be found in the Warhammer rulebook (pages 120-121).

Spear Chukkas: Spear Chukkas are bolt throwers and complete rules can be found in the Warhammer rulebook (pages 124-125).

Doom Diver Catapult: The Doom Diver Catapult is an unusual variant of the Rock Lobber in that it lobs Goblin Doom Divers rather than rocks. The Doom Diver Catapult can launch one Goblin in each of its Shooting phases.

	M	WS	BS	S	T	W	I	A	Ld
Catapult	-	-	-	-	7	3	-	-	-
Goblin	4	2	3	3	3	1	2	1	6
Orc Bully	4	3	3	3	4	1	2	1	7

When firing a Doom Diver Catapult treat it exactly as you would a Rock Lobber. Point the Catapult at a suitable target, nominate distance, roll the Artillery dice and Scatter dice and determine where the Goblin lands as for a Rock Lobber. If the Goblin lands on top of an enemy unit then it automatically causes D6 Strength 5 hits with no armour saving throw for wounds caused. No template is used with the Doom Diver - the plummeting Goblin either hits the unit or misses altogether.

As Doom Divers are able to direct themselves onto their target to some extent, the player is allowed to re-roll the Scatter dice. If he does so then the re-roll will either hit or send the Goblin off in another direction as shown by the arrow on the re-rolled dice.

If a Doom Diver launch should misfire then roll a D6 and consult the following chart.

D6 RESULT

- 1 The Catapult hurls itself vertically into the air and comes down with a mighty crash, destroying itself and slaying all its Doom Divers and crew.
- 2 The Catapult spins crazily on the spot whilst the Doom Divers run for cover. The Doom Divers are all too dizzy or exhausted to launch this turn or the next.
- 3 The Catapult lurches forward, tips over and launches the Goblin face first into the ground, killing him instantly. It takes the rest of this turn and all of the next for the Goblins to set the machine right for launch again.
- 4 The Doom Diver shoots straight high into the air and eventually vanishes from sight. He is never seen again. The shot has no effect. The other crew gaze on in awe!
- 5 The Doom Divers start to squabble over whose go it is next. The resulting punch-up takes a turn to sort itself out. No Doom Diver is fired this turn.
- 6 The Doom Diver is launched in the right direction, but instead of flying high into the air he is fired straight along the ground, ploughing a furrow 3D6" across the table in a straight line. If it hits a unit from either side, resolve the damage as normal. The Doom Diver may pass through more than one unit, but if it hits any terrain features it is immediately destroyed.

GREENSKIN MAGIC

Greenskins are creatures of little brain and almost no curiosity. Their single-minded enthusiasm for violence makes it very hard for sorcery to get a grip on their consciousness. Although they do have magic it is very different to the magic of humans and Elves. Their power comes not from the treacherous winds of magic, but from the inner psyche of the greenskin racial mind.

Obviously no Orc is going to bandy about a weak-kneed Elfy phrase like 'racial mind' or 'inner psyche'. As far as greenies are concerned, the power of their shamans is god-given. The god (or rather gods) in question are Gork and Mork – the eternally squabbling brother-gods of Orc and Goblin legend. Greenskin Shamans are links between their tribe and its quarrelsome gods. By working themselves into a deep trance Orc and Goblin Shamans can communicate with the great gods and orcish spirit creatures. Sometimes they meet ancient predecessors in the same way or they encounter other Shamans who happen to be wandering in the spirit-realm at the same time. The Orcs and Goblins call this spirit-realm the 'Great Green'.

SHAMANS

In the Warhammer game Shamans cast spells just like other kinds of Wizard. They have their own type of magic called **Waaagh! Magic**.

Shamans have spells (1, 2, 3 or 4 in number depending on the Shaman's Level) that are randomly selected from the list of Waaagh! Magic spells given later. Each Waaagh! spell is more or less difficult to cast as indicated by the usual casting number. All this is the same as other Wizards and doesn't present any new difficulties.

Where Orc and Goblin Shamans differ from ordinary Wizards is that their magical power comes from the mental energy generated by the greenskins round about. Every Shaman can access energy through the Great Green, but localised energy makes a difference too. If the Shaman is close to lots of greenskins, his power is increased as he picks up Orcish vibes from his comrades. This is normally a good thing – though it can be a bad thing if those vibes come from fleeing Orcs whose minds are panicked and confused.

For each Orc unit (of any type) of 10 models or more, or each Goblin unit (of any type) of 20 or more models, which is within 12" of a Shaman and engaged in close combat, the player adds +1 Power dice to his pile in his own turn, and +1 Dispel dice in the enemy's turn. Note that you should use the number of models not the Unit Strength, and that if there are greenskins on both sides then *all* of them count for extra dice for both sides.

If a Shaman rolls a Miscast then he must roll on the special Waaagh! Miscast table opposite. This is where the proximity of fleeing greenskins becomes a problem. Instead of rolling just once and consulting the table (as you would for ordinary human Wizards) roll once and

once more for each fleeing unit of 10 or more Orc models, or 20 or more Goblin models within 12" of the Shaman. Again, greenskins on both sides count. Take the lowest result and apply it – ignore the other results.

NIGHT GOBLIN SHAMANS

Night Goblins are experts on different types of fungus, so it's hardly surprising they know of the rare Shaman Mushroom which helps them tap the Great Green's power. In battle, each Night Goblin Shaman will have one piece of Shaman Mushroom. A Night Goblin Great Shaman will have D3 pieces. Each piece may be eaten (only once, obviously) to add D6 to the casting roll of a single spell. Decide after you have rolled your normal Casting dice and add the D6 result to the total. This is the final Casting roll. Your Shaman may continue to eat pieces of Mushroom and add dice until he has none left. Note that 'Mushroom dice' don't count towards the limit of Power dice used per spell. The extra dice may cause the spell to be cast with Irresistible Force. However, if any 'Mushroom dice' is a 1 then the spell is Miscast.

Waaagh! Miscast Table

D6 Result

- 1 The caster's head explodes in an incandescent ball of Waaagh! energy and he is killed outright. Any models in base contact suffer 1 Strength 10 hit.
- 2 The greenskin is wracked by rampant Waaagh! power. He loses control and is thrown about wildly, convulsing, gibbering and slaving. Until he can roll a 6 at the start of any succeeding turn he behaves like a loose Squig in the Compulsory Movement phase (though he will not attack). Although he cannot cast spells or use magic items he still contributes dice to the Power and Dispel piles.
- 3 The caster's body erupts from within with malodorous green Waaagh! energy. He sustains D6 Strength 5 hits with no armour saves.
- 4 The caster's Magic Level is reduced by -1 and he may not use that spell again in this battle. If his Level was 1 to start with then he can cast no more spells at all.
- 5 The caster's mind is so befuddled by the dazzling Waaaghness of it all that he forgets one of his spells. Randomly select a spell – the caster cannot use that spell for the rest of the battle.
- 6 The Waaagh! power coursing through the greenskin's tortured brain pushes his mental capacity to a fever pitch of Waaaghness. The greenie immediately casts the spell he was attempting and it is cast with Irresistible Force. After he has cast his spell roll again on this chart making multiple rolls for fleeing units and choosing the lowest score as normal: if you roll this result again then cast another spell (or even the same one again) in the same fashion. This is also cast with Irresistible Force. Keep on going. Good luck!



WAAAGH! SPELLS

As already mentioned, Orc and Goblin Shamans don't use the normal lores of magic available to human Wizards. Instead they have their own brand of sorcery known as Waaagh! Magic. With typical orcy simplicity, this is divided into spells of the Little Waaagh! and spells of the Big Waaagh!

Spells are chosen in the normal way as detailed in the Warhammer rulebook. Level 1 or 2 Shamans can take spells of the Little Waaagh! Level 3 or 4 Shamans can take spells from either or both the Little Waaagh! and Big Waaagh! tables. Decide before you roll any dice how many spells you want to take from each list.

Spells of the Little Waaagh!

Shamans of any Magic Level may roll a D6 to randomly generate a spell from this chart. A Shaman can automatically swap one spell for *Gaze of Mork* if he does not generate it randomly.

D6 Spell	Casting Value
1 Gaze of Mork	5+
2 Fists of Gork	7+
3 'Eadbutt	7+
4 Brain Bursta	8+
5 'Ere We Go!	9+
6 The Hand of Gork	9+

GAZE OF MORK

CAST ON 5+

The Gaze of Mork is a *magic missile* with a range of up to 24". If successfully cast, it hits its target and causes D6 Strength 4 hits.

FISTS OF GORK

CAST ON 7+

This has a range of 8" and may be cast on any single enemy unit even if it is in close combat. If successfully cast, the target unit is pummelled by a flurry of ghostly green fists. Work out damage from the spell as if each of the models in the target unit (including riders and monstrous mounts separately) had been attacked by a charging Orc with a choppa, i.e. A1, WS3, S4. Characters do not get a "Look out, Sir!" roll.

'EADBUTT

CASTS ON 7+

Cast this on a single enemy model within 24" and line of sight. It doesn't matter if you couldn't normally target the model – the Waaagh! power targets him amongst a crowd. If successfully cast, the 'Eadbutt hits the model and causes 1 Strength 4 hit with no armour saving throw allowed.

BRAIN BURSTA

CAST ON 8+

This is a *magic missile* with a range of up to 24". If successfully cast, the Brain Bursta hits its target and causes 2D6 Strength 4 hits.

'ERE WE GO!

CAST ON 9+

Target a friendly unit of Orcs or Goblins (any type of either) within 18" and in close combat. The unit immediately fights a round of close combat as normal, but without any attacks back from the other side or any combat resolution.

THE HAND OF GORK

CASTS ON 9+

You may cast this on one Orc or Goblin unit (of any type) within 24", provided that the target unit could charge the enemy if it was the greenskin's Movement phase. If successfully cast, the unit will attempt to charge – move the unit 2D6" towards the enemy. If there is a choice of targets, move the unit towards the closest. Any unit that moves into contact with an enemy unit counts as charging in the usual way. The enemy are caught by the suddenness of the advance and can only hold before greenskins charging with the Hand of Gork – they can't stand & shoot, flee, etc. Note that if the enemy cause *fear* or *terror*, the charge is treated as 'pursuit into fresh enemy' (see page 76 of the Warhammer rulebook).



Spells of the Big Waaagh!

Shamans of Magic Level 3 or 4 may roll a D6 to randomly generate a spell from this chart. A Shaman can automatically swap one spell for Gaze of Mork (from the Little Waaagh!) if he does not generate it randomly.

D6 Spell

Casting Value

1	Mork Save Uz!	5+
2	Gork'll Fix It.	6+
3	Bash 'em Ladz	7+
4	The Foot of Gork	9+
5	Gork's Warpath	10+
6	Waaagh!	12+

MORK SAVE UZ!

CAST ON 5+

By imploring Mork for help, a Shaman gives the Greenskin player a chance of re-rolling dice during the remainder of his own turn.

If successfully cast, roll a D3 to determine the number of re-rolls the player can make. Each re-roll entitles the player to take any single D6 (including one of the dice rolled on a 2D6, 3D6, etc) he has rolled and roll it again. Any dice can be re-rolled, but as usual the player cannot re-roll a re-rolled dice. Any re-rolls not used by the end of the turn are wasted.

GORK'LL FIX IT

CAST ON 6+

Cast this on any one of your own units that is in close combat within 24" of the Shaman. The unit can re-roll its armour saves that round. If the unit doesn't get an armour save it gets a 6+ Ward save that round instead.

BASH 'EM LADZ

CAST ON 7+

Cast this on any one of your own units that is in close combat within 18" of the Shaman. The unit strikes first in the next round of close combat and can re-roll any misses that round.

THE FOOT OF GORK

CAST ON 9+

The almighty Foot of Gork stomps down on any one enemy unit on the table. The unit takes D6 Strength 6 hits.

GORK'S WARPATH

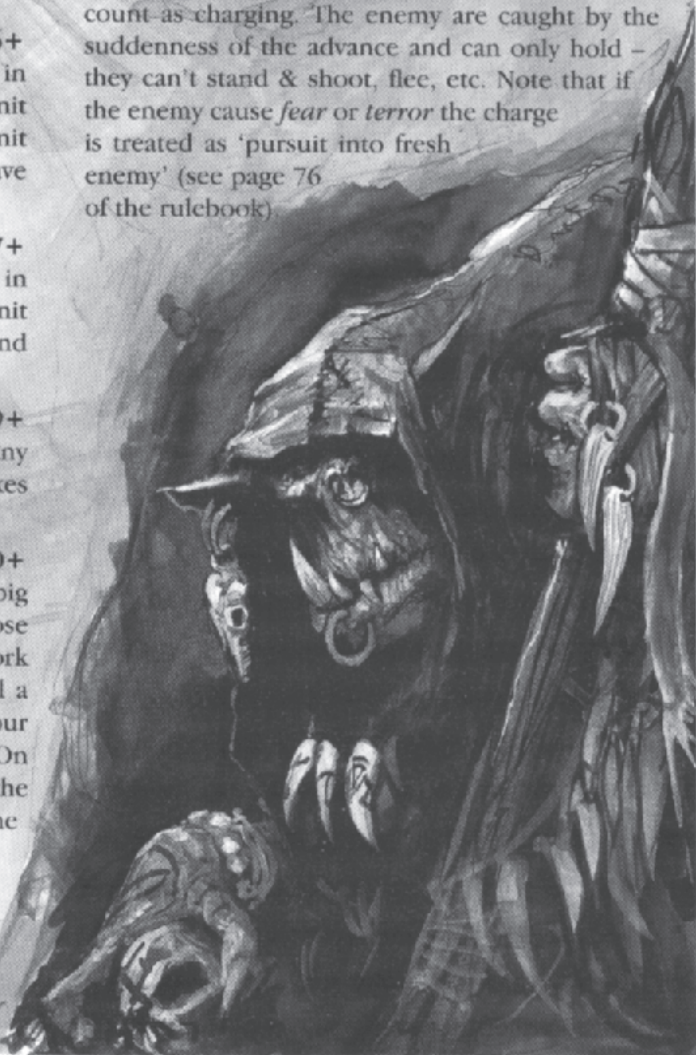
CAST ON 10+

The almighty Gork goes on the warpath - his big clawed feet stompin' over the enemy army. Choose any enemy unit and stomp it as for a Foot of Gork spell. Now choose another enemy unit and roll a dice. On a 1 Gork slips and stomps on one of your own units (the enemy player chooses which). On 2-3 he gets bored and wanders off - ending the spell. On a 4+ he stomps another enemy unit the same way as the first. Each time he stomps on an enemy unit roll a D6 to see what he does next. You can't stomp the same unit twice and Gork always shuffles off embarrassed if he stomps on his own side by mistake.

WAAAGH!

CAST ON 12+

This spell affects all Orc, Goblin and Snotling units of any type (including Black Orcs, Night Goblins, etc) on the table, provided they could charge the enemy if it was their Movement phase. Pump Wagons are assumed to have a charge move of 12" and a 360° charge arc for this purpose. Affected units will immediately attempt to charge the enemy (whether you want them to or not!). Roll 2D6" for each unit and move it towards the foe. If there is a choice of targets move the unit towards the closest. Any units which move into contact with the enemy count as charging. The enemy are caught by the suddenness of the advance and can only hold - they can't stand & shoot, flee, etc. Note that if the enemy cause *fear* or *terror* the charge is treated as 'pursuit into fresh enemy' (see page 76 of the rulebook).





SHINY STUFF

In this section the common magic items are listed first (see page 154 of the Warhammer rulebook for a complete description). They are followed by a list of 'Orc & Goblin only' magic items. These items can only be used by models from this book and must be selected within the points limitations set by the army list section. Note that all the rules for magic items presented on page 152-153 of the Warhammer rulebook also apply to the 'Orc & Goblin only' magic items.

Some items are restricted to a particular type of character, Night Goblins only, for example. Where this says 'Orcs' or 'Goblins' it includes all types of Orcs or all types of Goblin respectively. If a restriction is intended to limit an item to only Common Goblins, for example, then it will read 'Common Goblins Only'.

'One use' magic weapons are still counted as magic weapons even when their special ability has been used in the battle.

COMMON MAGIC ITEMS

SWORD OF STRIKING: 30 pts

Weapon; +1 To Hit.

SWORD OF BATTLE: 25 pts

Weapon; +1 Attack.

SWORD OF MIGHT: 20 pts

Weapon; +1 Strength.

BITING BLADE: 10 pts

Weapon; -1 Armour save.

ENCHANTED SHIELD: 10 pts

Armour; 5+ Armour save.

TALISMAN OF PROTECTION: 15 pts

Talisman; 6+ Ward save.

DISPEL SCROLL: 25 pts (one use only)

Arcane; Automatically dispel an enemy spell.

POWER STONE: 25 pts (one use only)

Arcane; +2 dice to cast a spell.

STAFF OF SORCERY: 50 pts

Arcane; +1 to dispel.

WAR BANNER: 25 pts

Banner; +1 Combat Resolution.

MAGIC WEAPONS

BATTLEAXE OF THE LAST WAAAGH!: 75 pts

Revered subject of the Orc myth of the end of everything when Gork's (or possibly Mork's) chosen Best Boss Ragnar goes mad with an axe and destroys the whole world. This is the famous Orcish day of Ragnarork.

In close combat the bearer receives a potentially whopping +D6 Attacks – roll randomly each combat round to see just how crazed the wielder is that particular turn. On a 6 the favour of Gork (or possibly Mork) is withdrawn from the wielder once his attacks have been resolved – the Battleaxe of the Last Waaagh! then ceases to work at the end of that Close Combat phase.



In ancient times Red Eye Mountain was a powerful Dwarf realm called Karak Ungor or Delving Hold. Since the fall of the old Dwarf empire it has become the most notorious Night Goblin stronghold north of Mad Dog Pass. The name of the ruinous stronghold is taken from the Red Eye tribes whose crude symbol is daubed on the old Dwarf gates and the rocks near by. The sign of the Red Eye is that of the biggest and most dangerous confederation of Goblin tribes whose warriors raid far into the eastern provinces of the Empire.

KLEEVA'S CLEAVER OF CLEAVAGE: 75 pts

Even for a simple instrument of hacking, Kleeva's Cleaver is a brutal looking weapon.

All hits wound automatically. Armour saves are modified by the Strength of the bearer.

KRUMPA'S CLUB OF CRUMPIN': 50 pts

This sacred weapon has been passed down the generations for more years than an Orc can count. Handed down from Boss Orc to Bigger-Orc-that-could-take-it-off-him, this rather well worn, spiky club punches through armour with no problem.

The Club of Crumpin' allows no armour saves.

BASHA'S BIG AXE OF BASHIN': 50 pts

This legendary axe is all that is left of the once mighty Basha, Warboss of the Iron Skullz, after he stood rather too close to a drunken giant at the Battle of Grim's Crag.

The axe gives the wielder +2 Attacks in close combat.

HACKA'S SWORD OF HACKIN': 45 pts

It was said, mostly by Hacka, that he fought alongside Azbag, and was the one who first proclaimed him 'the Slaughterer'. He also mentioned single-handedly killing Sigmar and being a drinking buddy of Gork (or possibly Mork). Whatever the truth, Hacka acquired this slender and rather Elven looking sword from somewhere strange and nobody ever felt much like asking where. Not after the last time, anyway.

The Sword of Hackin' hits on 2+ regardless of the wielder's WS.

FUMPA'S CLUB OF FUMPIN': 40 pts

Since the dawn of last Thursday, Fumpa's club has been the traditional symbol of leadership amongst the Blacknose tribe. Of course, to start with there were a few who didn't see it like that, but they've all since been, er, convinced.

The Club of Fumpin' confers +2 Strength to all close combat attacks made by the character fighting with it.

KURBOG'S CURMUDGEONLY CLOBBERA: 40 pts

The spite and lust for vengeance that ooze from this weapon leave those struck by it utterly dumbstruck and unwilling to attack lest they incur its wrath once more.

If an enemy model suffers one or more wounds (after saves) inflicted by the Curmudgeonly Clobbera it may make no more Attacks in that combat engagement. If the victim is mounted or rides a chariot, then only the rider/monster that actually suffers the wound is 'clobbered' and not the entire model/mount/etc. Only one model can be 'clobbered' at a time. Other models that are hit whilst one is 'clobbered' suffer wounds as normal but no additional effects.

PORKO'S PIGSTIKKA: 40 pts. Mounted characters only

Most of the many spears that have been used by Porko's Boar Boyz lie shattered on the battlefields of the Old World, but not this one. In battle, the gleaming point of the Pigstikka pierces enemy armour with ease, skewering several foes with one strike; "ready for later" as Porko used to say, referring to the traditional after-battle barbecue.

The Pigstikka gives the wielder +1 Strength on the turn he charges. In addition, on the turn he charges he also gets one extra Attack per rank in the enemy unit (up to a maximum of +3).

ULAG'S AKK'RIT AXE: 35 pts

This axe looks suspiciously clean for a greenskin item, which gives away its magical nature. In battle it writhe in the hands, seeming always to have a better idea than the wielder of how to hit the enemy.

The wielder may re-roll any to hit rolls that miss.

DUFFA'S CLUB OF DUFFIN': 30 pts

Duffa was Wollopa's sidekick until he was eaten by a Squig. Waking up inside the Squig's stomach was a bit of a shock and although he fought his way out he was never quite the same afterwards. It is said that this club retains some of his frenzy to escape even now.

Duffa's Club of Duffin' strikes with +3 Attacks once in the game. The Orc player must declare that he's using the extra Attacks before he makes any rolls to hit. All 3 Attacks have to be used at the same time and the bearer has to roll to hit as usual. Duffa's Club only works once in the game.

OWZAT'S CLUB OF SMACKIN': 25 pts

Owzat was an unpredictable warrior, keen to experiment with new and better ways to beat up his many enemies. Usually these went disastrously wrong for Owzat, but once in a while...

A character which suffers one or more wounds (after saves) from the Club, but is not killed, is immediately knocked clean out of his unit! Place him 1" away from his unit, and as far from the model wielding the Club as possible.

WOLLOPA'S ONE HIT WUNDA: 10 pts

Around the campfire, after the Orcs have drunk too much fungus beer to clout them, the Gobbos will talk in husked tones of the rebellious Wollopa, of his tremendous weapon and his even more awesome ability to outrun even the fastest boar when he missed his target.

Wollopa's One Hit Wunda provides its user with +3S... but it only works once in the game. The player can decide to use the weapon after hits have been scored but before rolling for wounds. The +3S bonus applies to one hit that has been scored by the bearer that turn. Any other hits scored by the bearer are at normal Strength.

MAGIC ARMOUR

ARMOUR OF PROTECTYNESS: 60 pts

It's not often that Gobbos get to name magical items, and this is why. The Armour of Protectyness was quenched in the blood of a Troll and has gained some of its regenerative powers.

Counts as wearing armour (5+ armour save) which can be combined with other equipment normally. Also, the wearer discounts the first wound he suffers.

ARMOUR OF MORK: 50 pts

Armour made with the aid of a Shaman (as one of the ingredients) is a strong defence against enemy magic.

Counts as wearing armour (5+ armour save) which can be combined with other equipment normally. Also gives the wearer and the unit he is with Magic Resistance (2).

IRONSKIN SHIELD: 50 pts

This ancient iron-bound shield is rusty and battered, but its experience in battle gives the bearer much protection.

Counts as a shield (6+ armour save) which can be combined with other equipment normally. Also gives the bearer a 4+ Ward save.

ARMOUR OF GORK: 35 pts

If armour is made with the correct rituals instead of just being bashed out of whatever bits of metal come to hand, it can be enchanted by a Shaman to offer extra protection.

Counts as wearing armour (5+ armour save) which can be combined with other equipment normally. The wearer may re-roll failed armour saves.

UGBRAG'S LUCKY SHIELD: 30 pts

Ugbrag had this shield made for him by a captured Dwarf smith, but the smith 'forgot' to tell him that the enchantment only worked once in each battle...

Counts as a shield (6+ armour save) which can be combined with other equipment normally. Also, the bearer discounts the first hit suffered in the battle.

DROG'S DEAD 'ARD ARMOUR: 30 pts. Orcs only.

Drog was one of the first Black Orcs to be seen to the west of the Worlds Edge Mountains, and his battle-scarred armour was made to an unusual design by unknown hands.

Gives the wearer a 1+ armour save that cannot be improved.

NOBBLA'S 'ELMET: 20 pts. Goblins only.

Given that it was made by Gobbos, Nobbla's 'Elmet is a fantastic piece of workmanship - given that it was made by Gobbos.

Gives the wearer a 6+ armour save and may be worn in addition to normal armour. Also gives the wearer a 6+ Ward save.

TALISMANS

SIZZLA'S SHINY BAUBLES: 35 pts

Sizzla was one of the less lucky Orc Shamans of Azbag's army and was turned to amethyst by an Empire Battle Wizard at the Battle of Osterwald. All that survived the transformation was a small pouch containing Sizzla's most treasured possessions: his Shiny Baubles.

If you fail to dispel an enemy spell cast at the bearer or the unit he is with, or choose not to try, then you may attempt to reflect it back at the caster. You may even do this if the spell was cast with Irresistible Force. Roll 1D6 for each spell. On a 1-3, the Shiny Baubles do nothing and the spell takes effect as normal. On a 4+ the spell is reflected back at the caster with all the normal effects. The original caster may make one attempt to dispel his own spell (unless it was cast with Irresistible Force), just as if it had been cast at him. He may use Power dice to dispel with, or a magic item, Dispel Magic Scroll or whatever, exactly as normal.

**WARBOSS UMM'S BEST BIG BOSS'S 'AT: 30 pts**

Originally this rune-encrusted and rather squashed looking helmet belonged to a Dwarf king, or so legend tells. Although it is a boon in combat it is far from infallible, as its change in ownership attests.

Magical Boss's 'at wot protects you – giz you a 5+ Ward save dunnit. May be worn in addition to normal or magical armour.

MAGICAL WARPAINT: 25 pts. Savage Orcs only.

Some of the more reclusive, and frequently madder, Savage Orc Shamans know the secret of preparing magical warpaint that is much more effective than the coloured mud that the warriors usually daub themselves with.

If the wearer fails his armour save, he may make a 5+ Ward save. A model cannot wear any armour (not even magical) if it has the Magical Warpaint, though it may carry a shield.

GLOWY GREEN AMULET: 20 pts

As it absorbs the force of incoming spells, this small and unimposing amulet begins to glow ever more brightly. To most creatures this might be seen as a warning, but not to the Orcs who regard it as increasingly interesting. Eventually the power will be too much and it will burst, immolating the bearer, though the Amulet itself will be unharmed.

Instead of making a normal dispel attempt, a model with the Amulet may attempt to nullify any enemy spell cast at the bearer or the unit he is with. Roll the same number of D6 as the caster used to cast the spell. If all are 2-6 then the Amulet dispels the spell. However, if one or more dice is a 1 then the spell gets through as the Amulet overloads and explodes, killing the wearer outright (with no saves of any kind allowed). The Amulet cannot stop spells cast with Irresistible Force.

THE COLLAR OF ZORGA: 15 pts

This studded collar is inscribed with ancient glyphs entwined with the shapes of mysterious beasts. The wearer can stare imperiously at any beast that dares confront him and say, "Don't even fink abart it!" or something like that, and the beast cowers before him.

Monsters and mounts of any size must pass a Leadership test (on their own Leadership characteristic) to attack the wearer. If they fail, they may choose to attack another model instead. Roll once each close combat round.

ARCANE ITEMS**STAFF OF BADUUMM: 50 pts**

Shaman Baduumm was a rebellious Savage Orc who messed with raw Waaagh! power once more than was healthy for him. The result was one of the most spectacular explosions of a Shaman ever recorded in Orc legend. His charred staff still retains an aura of power.

The bearer adds +1 to the total of the Casting roll for every spell he attempts.

BUZGOB'S KNOBBLY STAFF: 50 pts

One day Buzgob the Orc Shaman went into the Great Green and never came back, leaving only his staff behind. Tradition has it that his spirit lives on and can aid other Shamans who carry his knobbly staff.

Once per Magic phase the Shaman can re-roll all the Casting dice for a single spell. Note that he must re-roll *all* the dice and a Miscast on the first attempt is ignored if he re-rolls the dice.

DANGLY WOTNOTZ: 25 pts

This necklace made up of gnarled and splintered teeth, bits of broken bone and shattered beads is riddled with sorcerous power.

Once per game the bearer may use it to add +1 to a single dice of his Casting roll or his Dispel roll. Decide after the dice have been rolled. Note that this *can* potentially either stop a Miscast or cause a spell to be cast with Irresistible Force.

DITTO'S DOUBLE DOIN' DOO-DAHs: 25 pts

Rumour has it that the aged and half-blind Ditto wasn't a very successful Shaman and had to cast everything twice to make it work. At least, work on the right target.

The bearer may attempt to cast each of his spells up to twice per friendly Magic phase instead of just once. Each attempt requires Power dice as normal – the Doo-Dahs simply allow the option, they don't supply any power.

STAFF OF SNEAKY STEALIN': 25 pts.**Common Goblins only**

Goblins are well known for their ability to treat other peoples' property as their own and this generous trait even extends to magical power.

Once per battle, in a friendly Magic phase, the bearer may steal one dice from his opponent's Dispel pile and add it to his own Power dice pile (whatever colour the dice previously was, it now turns green).

ENCHANTED ITEMS**WARBOSS IMBAD'S****IRON GNASHAS: 50 pts. Orcs only**

A huge metal jaw plate that belonged to the infamous Imbad – his psychotic spirit lives on within it!

The character wearing the Gnashas gains +1 Attack in close combat. This additional attack counts as being made with the Killing Blow special ability.

EFFIGY OF MORK: 40 pts. Savage Orcs only

This ancient and slightly crumbly statue of Mork was formed from his own dung (or so they say) in some distant age. It has been credited with many different magical effects over the years, but whatever its power, enemy warriors with a sense of smell recoil from its intense Orcyness.

All close combat attacks that are made against the bearer are at -1 to hit.

BIGGED'S 'ED KICKIN BOOTS: 40 pts

Bigged – an old and boastful Orc – made his last boast in front of an Empire cannon. Only his boots were recovered. His vengeful spirit lives on (the odour of his feet lingers forever).

Iron-shod unpleasantness. In close combat the wearer gets one additional automatic hit at his basic Strength value in addition to his normal Attacks.

GUZZLA'S BACKBONE BREW: 35 pts

Brewed from dangerous narcotic mushrooms with extra chief spit and (most importantly) added 'backbone', Guzzla's brew is the closest a greenskin gets to courage in a bottle.

The character who carries this most potent of potions can take a swig when he or the unit that he is with is about to take a Leadership test. The character's Leadership value is immediately

boosted to 10 when the test is taken. Unfortunately the effect of the brew is but momentary and the character's Leadership value returns to normal thereafter. Guzzla's Backbone Brew can only be guzzled once – so you get just the one use – but the full Leadership value of 10 applies to any re-roll you might be entitled to should you be unfortunate enough to fail the first time. This bonus Leadership is modified by combat results, etc., as normal.

MAD CAP MUSHROOMS: 30 pts. Night Goblins only

Many kinds of fungus grow in the dark, dank caves of the Night Goblins, including the rare and treasured Mad Cap Mushrooms. These form part of the deadly brew that sends the Fanatics wild, but only a small part. If they get a whole one each they go really mad...

If the character is with a unit of Night Goblins when their Fanatics are released he may give them each a Mad Cap Mushroom before they go whirling off. If they hit a unit (from either side) on the turn they are released it suffers 2D6 hits instead of the usual 1D6. Subsequent units encountered by each Fanatic are struck by 1D6 hits as usual.

'EDBUTTIN' 'AT: 25 pts. Orcs only

'Eadbutt' contests are an old Orc favourite for resolving disputes, and the greenskins aren't above a bit of magical cheating to help them win.

May only be used in challenges. The wearer gets one extra Attack, made before all other blows are struck. This Attack is made with the Killing Blow special ability and is resolved at the wearer's normal Strength. Even if the opponent is killed by the 'eadbutt, the character wearing the 'At should still make his remaining attacks to calculate overkill for combat resolution.

NIBBLA'S 'ITTY RING: 25 pts. Bound Spell (Power Level 3)

This crudely made gold ring has a huge green gemstone stuck to the top and glows even in full daylight.

The 'Itty Ring may cast its Bound spell once per Magic phase like an ordinary spell. The spell requires no Power dice to cast, all the power required is provided by the ring itself.

The 'Itty Ring contains the 'Eadbutt spell described in the spells of the Little Waaagh!

MAGIC STANDARDS

MORK'S SPIRIT-TOTEM: 75 pts

Mork's Spirit-Totem is a flag or, more often, a carved effigy of the great god Mork. Through the totem's eyes he watches over the greenskins and protects them from bad spirits, confounding the sorcery of enemy wizards.

The unit carrying Mork's Spirit-Totem gains Magic Resistance (1). In addition, an attempt to dispel any enemy spell that isn't cast at the unit gains +1 to its Dispel roll. Finally, no enemy Wizard in contact with the unit carrying Mork's Spirit-Totem can cast a spell at all – good 'ol Mork stops 'em.

ROWDY GROTT'S BIG RED RAGGEDY BANNER: 75 pts. Common Goblins Only

The big red raggedy banner belonged to the rabble rousing Rowdy Grott. Rowdy was an uppity Orc runtling who led a revolt of grotty Gobbos, Snots and lil'uns against his biggers and betters.

Common Goblins (including characters) in a unit with Rowdy Grott's Big Red Raggedy Banner get a +1 Leadership bonus up to a maximum value of 9.

BAD MOON BANNER: 60 pts. Night Goblins only

The ancient Bad Moon banner is tattered and stained, but is still much revered by the Night Goblins. Somehow the vile daylight seems less when you're next to the Banner, and the mere thought of being back in a dank and smelly tunnel again fills the Night Goblins with renewed bravery. Of a sort.

The unit is stubborn. See the Psychology section of the Warhammer rulebook, page 85.

NIGHT BANNER: 40 pts

The Night Banner surrounds the unit which has it in dimly shadowy darkness and darkly dim shadowyness.

Thanks to the darkness and shadowyness of it all, not to mention the dimness, any missiles fired at the unit are at -1 to hit.

GORK'S WAAAGH! BANNER: 30 pts

On the eve of battle the Greenskin shamans invoke the spirit of the great god Gork before the tribe's mighty Waaagh! banner. The banner is liberally daubed with vast quantities of Orc dung, blood and spittle which will serve to absorb the battle-thirst of Gork. The shamans whirl and dance insanely, howling and gabbling in spirit-talk all night long as the Waaagh! banner slowly grows in power. It also acquires a unique odour which is an unmistakable mark of tribal recognition.

The unit that carries Gork's Waaagh! banner adds +1 to its Movement value (i.e. +1" on its normal move and +2" on its charge and march) so long as it moves towards the closest enemy by the shortest route.

GUFF'S FLAG: 25 pts

The lads that fight under the proud banner of Guff do not quail in the face of defeat nor slacken their resolve when all about them run for the hills. Or so they say anyway. Some say this is because the flatulent Guff was such a valiant fighter, others that the lingering smell of the banner simply addles the brain.

The unit may re-roll one failed Panic test during the battle.

NOGG'S BANNER OF BUTCHERY: 25 pts

Nogg's notorious Banner of Butchery has been around so long it has absorbed a great deal of primal Orcishness as well as huge quantities of blood.

The unit carrying the Banner of Butchery may, once during the battle, add +1 Attack to each model fighting for that turn. In the case of mounted models only the rider gets the bonus, not the mount. Once used, the banner has no further effect.

THE BASHIN' FLAG OF BORK: 10 pts

Once carried beside Savage Orc Warchief Bork Crazy-Bear at the infamous Blood River massacre and barbecue. A little of the old chief's legendary savagery lingers on in the blood-soaked fabric. His ancient spirit drives the greenies onwards and in their eagerness to get at their enemies they forget about attacking each other... for a while at least.

The unit which carries the Bashin' Flag of Bork ignores the first failed Animosity roll of the game – it passes the test instead. Any further rolls are taken as normal (even the spirit of Bork Crazy-Bear can only do so much).



MUSTERING THE GREEN HORDE

The purpose of an army list is to enable players with vastly different armies to stage games which are as fair and as evenly balanced as it is possible to make them. The army list gives each individual model a points value which represents its capabilities on the tabletop. The higher a model's points value the better it is in one or more respects: stronger, tougher, faster, better leadership, and so on. The value of the army is simply the value of all the models added together.

As well as providing points costs, the list also divides the army into its constituent units. The list describes the weapons and optional equipment that troops can have and occasionally restricts the number of very powerful units an army can include. It would be very silly indeed if an army were to consist entirely of spinning Fanatics, or towering Giants. The resultant game would be a frustrating and unbalanced affair if not a complete waste of time. We use army lists to ensure this doesn't happen!

HOW THE ARMY LIST IS INTENDED TO BE USED

The army lists enable two players to choose armies of equal points value to fight a battle, as described in the main body of the Warhammer rules. The following list has been constructed with this purpose in mind.

The list can also be used when playing specific scenarios, either those described in the Warhammer rulebook, or others, including ones invented by the players. In this case, the list provides a framework which the players can adapt as required. It might, for example, be felt necessary to increase or decrease the number of characters or units allowed, or to restrict or remove options in the standard list such as magic items or monstrous mounts. If you refer to the Scenarios section of the Warhammer rulebook (pages 196-213), you'll find some examples.

ARMY LIST ORGANISATION

The army list is divided into four sections:

CHARACTERS

These represent the most able, brutal and successful individuals in your army: extraordinary leaders such as Big Bosses and Shamans. They form a vital and potent part of your forces.

CORE UNITS

The most common greenskin warriors are represented as Core Units. They usually form the bulk of the army and will often bear the brunt of the fighting.

SPECIAL UNITS

The biggest and best of your warriors from the various greenskin tribes, as well as many different engines of

war. They are available for you to choose for your army in limited numbers.

RARE UNITS

Rare Units are so called because they are scarce compared to your ordinary troops. They represent uncommon creatures and unusual machines.

CHOOSING AN ARMY

Both players choose armies to the same agreed points value. Most players find that 2,000 points is about right for a battle that will last over an evening. Whatever value you agree, this is the maximum number of points you can spend on your army. You can spend less and will probably find it is impossible to use up every last point. Most 2,000 points armies will therefore be something like 1,998 points or 1,999 points, but they are still '2,000' points armies for our purposes.

Once you have decided on a total points value it is time to choose your force.

Choosing Characters

Characters are divided into two broad categories: Lords (the most powerful characters) and Heroes (the rest). The maximum number of characters an army can include is shown on the chart below.

Army Points Value	Max. Total Characters	Max. Lords	Max. Heroes
Less than 2,000	3	0	3
2,000 or more	4	1	4
3,000 or more	6	2	6
4,000 or more	8	3	8
Each +1,000	+2	+1	+2

An army does not have to include the maximum number of characters allowed, it can always include fewer than indicated. **However, an army must always include at least one character: the General.** An army does not have to include Lords, it can include all of its characters as Heroes if you prefer. Similarly, an army does not have to include both Orcs and Goblins, all of its characters can be one or the other if you prefer.

Also, if an army contains only Goblin characters then it may take one additional Goblin or Night Goblin Big Boss for each full 1,000 points in the army.

At the beginning of the battle, choose one of the characters to be the General and make sure that you let your opponent know which one it is.

For example, a 2,500 points army could include an Orc Warboss (Lord), a Night Goblin Shaman (Hero), a Savage Orc Big Boss (Hero), and an Orc Big Boss (Hero) (i.e. four characters in total, of which one is a Lord).

Choosing Troops

Troops are divided into Core, Special and Rare units. The number of each type of unit available depends on the army's points value, indicated on the chart below.

Army Points Value	Core Units	Special Units	Rare Units
Less than 2,000	2+	0-3	0-1
2,000 or more	3+	0-4	0-2
3,000 or more	4+	0-5	0-3
4,000 or more	5+	0-6	0-4
Each +1,000	+1 minimum	+0-1	+0-1

In some cases other limitations may apply to a particular kind of unit. This is specified in the unit entry. For example, the Black Orc Special Unit entry is accompanied by a note explaining that a maximum of one unit of this kind can be included in the army.

Unit Entries

Each unit is represented by an entry in the army list. The unit's name is given and any limitations that apply are explained.

Profiles. The characteristic profiles for the troops in each unit are given in the unit entry. Where several profiles are required these are also given even if, as in many cases, they are optional.

Unit Sizes. Each entry specifies the minimum size for each unit. In the case of Core Units this is usually 10 models. In the case of other units it is usually less. There are exceptions as you will see. In some cases, units also have a maximum size.

In the case of some smaller war machines several can be included as a single 'unit' choice. For example, you can include up to two Goblin Spear Chukkas and this counts as one Special choice. Even though up to two models counts as one choice each model actually forms a separate unit during the battle. So if you take two Spear Chukkas these do not form into one unit of two machines: they form two units of one machine each. In this case one unit choice actually provides up to two units. These exceptions are indicated in the list.

Weapons and Armour. Each entry lists the standard weapons and armour for that unit type. The value of these items is included in the points value. Additional or optional weapons and armour cost extra and are covered in the Options section of the unit entry.

Options. Lists the different weapon, armour and equipment options for the unit and any additional points cost for taking them. It may also include the option to upgrade a unit member to a champion. While this model usually has a specific name (normally a greenskin champion is called a Boss) all the rules that apply to champions apply to them. See the appropriate section of the Warhammer Rulebook for details (pages 108-109).

Special Rules. Many troops have special rules which are fully described elsewhere in this book.



These rules are also summarised in the army list for your convenience.

It would be a long and tedious business to repeat all the special rules for every unit within the army list itself. The army list is intended primarily as a tool for choosing armies rather than for presenting game rules. Wherever possible we have indicated where special rules apply and, where space permits, we have provided notes within the list as 'memory joggers'. Bear in mind that these descriptions are not necessarily exhaustive or definitive and players should refer to the main rules for a full account.

Dogs of War

Dogs of War are troops of other races who are prepared to fight under your flag in return for money, food, or some other suitable reward. A selection of such regiments are available as part of the Dogs of War range of models. The option to include Dogs of War units in your army is included in the army list as part of the Rare Units section.

Some players prefer to play without Dogs of War – choosing to field armies of pure and noble purpose unsullied by grubby financial transactions. If both players prefer to field armies without Dogs of War, they are free to agree beforehand not to employ untrustworthy sell-swords.

Conversely, if players wish to add more colour and variety to their armies then they may wish to employ more of these spectacular units. If both players agree beforehand, Dogs of War units can be included as Special Unit choices as well as Rare ones.

LORDS

Your army is led by creatures of primitive instincts and narrow but violent ambitions. Orc Warbosses are ferocious, determined and unimaginative leaders whose main tactical insight is that you can kill the enemy much more easily if he's within arm's reach. A frontal assault is a common ploy.

Their troops' chief virtues are brute force and ignorance which they possess in equally generous amounts. Where Orcs are strong and resilient, Goblins are weak and fragile, so it is very common for a greenskin horde to be led by Orcs even if it contains mostly Goblins. However, never forget the value of your lowly bred Gobbos – namely that there's always plenty more where they came from.

BLACK ORC WARBOSS

Black Orcs are so powerful and important that each character counts as one additional Hero on top of the usual Hero or Lord choice, i.e. a Black Orc Warboss counts as both a Lord and a Hero choice.



BLACK ORC WARBOSS

Points/model: 135

	M	WS	BS	S	T	W	I	A	Ld
Black Orc Warboss	4	7	3	5	5	3	4	4	9

Weapons: Choppa.

Options:

- May choose either an additional hand weapon (+6 pts), a great axe (+6 pts), or a spear if mounted (+3 pts).
- May wear either light armour (+3 pts) or heavy armour (+6 pts), and may also carry a shield (+3 pts).
- May ride either a Boar (+24 pts), or a Wyvern (+230 pts), or may ride in an Orc Boar Chariot which has been included in the army as a Special Unit choice at the points cost shown there, displacing one of the Chariot's normal crew.
- May choose magic items from the Common or Orc & Goblin magic items lists, with a maximum total value of 100 pts.

Special Rules:

Ignore Greenskin Panic; Quell Animosity; Choppa.



ORC WARBOSS

Points/model: 110

	M	WS	BS	S	T	W	I	A	Ld
Orc Warboss	4	6	3	4	5	3	4	4	9

Weapons: Choppa.

Options:

- May choose either an additional hand weapon (+6 pts), a great axe (+6 pts), or a spear if mounted (+3 pts).
- May wear light armour (+3 pts), and may also carry a shield (+3 pts).
- May ride either a Boar (+24 pts), or a Wyvern (+230 pts), or may ride in an Orc Boar Chariot which has been included in the army as a Special Unit choice at the points cost shown there, displacing one of the Chariot's normal crew.
- May choose magic items from the Common or Orc & Goblin magic items lists, with a maximum total value of 100 pts.

Special Rules:

Ignore Goblin Panic; Choppa.



SAVAGE ORC WARBOSS

Points/model: 125

	M	WS	BS	S	T	W	I	A	Ld
Savage Orc Warboss	4	6	3	4	5	3	4	4	9

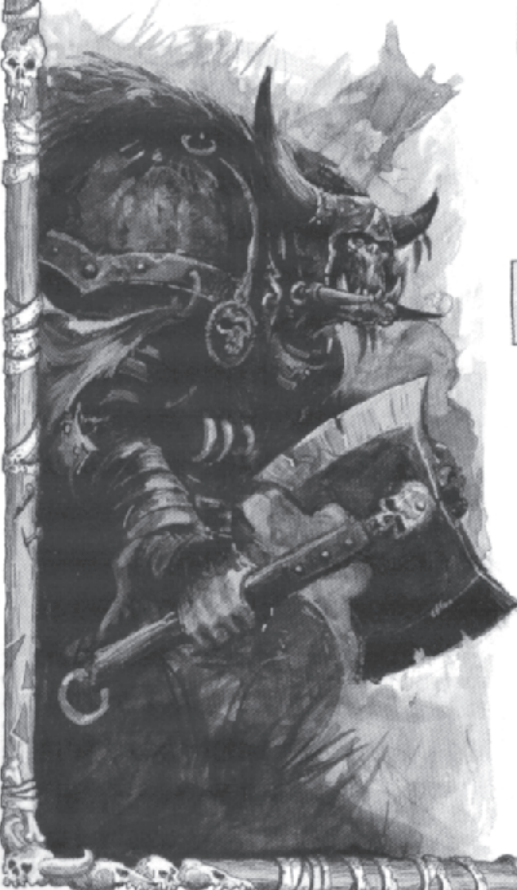
Weapons: Choppa.

Options:

- May choose either an additional hand weapon (+6 pts), a great axe (+6 pts), or a spear if mounted (+3 pts).
- May carry a shield (+3 pts).
- May be given Warpaint for +12 pts/model (see page 6).
- May ride a Boar (+24 pts).
- May choose magic items from the Common or Orc & Goblin magic items lists, with a maximum total value of 100 pts.

Special Rules:

Ignore Goblin Panic; Choppa; Frenzy; Warpaint.





ORC GREAT SHAMAN

Points/model: 180

	M	WS	BS	S	T	W	I	A	Ld
Orc Great Shaman	4	3	3	4	4	3	2	1	8

Weapons: Choppa.

Magic: An Orc Great Shaman is a Level 3 Wizard. He may choose spells from either or both the Big Waaagh! and the Little Waaagh! (see pages 28-29).

Options:

- May be upgraded to a Level 4 Wizard for +35 pts.
- May ride a Boar (+24 pts), or may ride in an Orc Boar Chariot which has been included in the army as a Special Unit choice at the points cost shown there, displacing one of the Chariot's normal crew.
- May choose magic items from the Common or Orc & Goblin magic items lists, with a maximum total value of 100 pts.

Special Rules:

Ignore Goblin Panic; Choppa.



SAVAGE ORC GREAT SHAMAN

Points/model: 190

	M	WS	BS	S	T	W	I	A	Ld
Savage Orc Great Shaman	4	3	3	4	4	3	2	1	8

Weapons: Choppa.

Magic: A Savage Orc Great Shaman is a Level 3 Wizard. He may choose spells from either or both the Big Waaagh! and the Little Waaagh! (see pages 28-29).

Options:

- May be upgraded to a Level 4 Wizard for +35 pts.
- May be given Warpaint for +12 pts/model (see page 6).
- May ride a Boar (+24 pts).
- May choose magic items from the Common or Orc & Goblin magic items lists, with a maximum total value of 100 pts.

Special Rules:

Ignore Goblin Panic; Choppa; Frenzy; Warpaint.



GOBLIN WARBOSS

Points/model: 65

	M	WS	BS	S	T	W	I	A	Ld
Goblin Warboss	4	5	3	4	4	3	4	4	8

Weapons: Hand weapon.

Options:

- May choose either an additional hand weapon (+6 pts), a great axe (+6 pts), or a spear if mounted (+3 pts).
- May wear light armour (+3 pts), and may also carry a shield (+3 pts).
- May ride a Wolf (+18 pts), or may ride in a Goblin Wolf Chariot which has been included in the army as a Special Unit choice at the points cost shown there, displacing one of the Chariot's normal crew.
- May choose magic items from the Common or Orc & Goblin magic items lists, with a maximum total value of 100 pts.

Special Rules:

Fear Elves.

LORDS

A few Orcs and Goblins are especially sensitive to the collective energies of the mobs around them, and if their heads don't explode first they become the tribe's Shamans. A few are wildly deranged and unstable individuals, but by far the majority are much, much madder than that...

LORD'S STEEDS

Below are the statistics for steeds that can be ridden by Orc and Goblin characters. Full rules for these creatures can be found in The Green Horde section.

	M	WS	BS	S	T	W	I	A	Ld
Wyvern	4	5	0	6	5	5	3	2	6
Boar	7	3	0	3	4	1	3	1	3
Wolf	9	3	0	3	3	1	3	1	3



LORDS

With greenskin society based on brute force and size, the bigger Orcs and Gobbos are always in charge. Even so, no self-respecting Orc would actually take orders from a Gobbo, no matter how big he was (but that doesn't stop them trying).

There are also many tribes of Goblins that have few or no Orcs to lead them, and here the rather suspect talents of the Goblin Warbosses come into play. It's also true that the Orcs tolerate these upstart Gobbos as they can't usually be bothered to command the mobs of Goblins themselves.



NIGHT GOBLIN WARBOSS

Points/model: 55

	M	WS	BS	S	T	W	I	A	Ld
Night Goblin Warboss	4	5	3	4	4	3	5	4	7

Weapons: Hand weapon.

Options:

- May choose either an additional hand weapon (+6 pts) or a great axe (+6 pts).
- May wear light armour (+3 pts), and may also carry a shield (+3 pts).
- May choose magic items from the Common or Orc & Goblin magic items lists, with a maximum total value of 100 pts.

Special Rules:

Fear Elves; Hate Dwarfs.



GOBLIN GREAT SHAMAN

Points/model: 155

	M	WS	BS	S	T	W	I	A	Ld
Goblin Great Shaman	4	2	3	3	4	3	2	1	7

Weapons: Hand weapon.

Magic: A Goblin Great Shaman is a Level 3 Wizard. He may choose spells from either or both the Big Waaagh! and the Little Waaagh! (see pages 28-29).

Options:

- May be upgraded to a Level 4 Wizard for +35 pts.
- May ride a Wolf (+18 pts), or may ride in a Goblin Wolf Chariot which has been included in the army as a Special Unit choice at the points cost shown there, displacing one of the Chariot's normal crew.
- May choose magic items from the Common or Orc & Goblin magic items lists, with a maximum total value of 100 pts.

Special Rules:

Fear Elves.



NIGHT GOBLIN GREAT SHAMAN

Points/model: 160

	M	WS	BS	S	T	W	I	A	Ld
Nt Goblin Great Shaman	4	2	3	3	4	3	3	1	6

Weapons: Hand weapon.

Magic: A Night Goblin Great Shaman is a Level 3 Wizard. He may choose spells from either or both the Big Waaagh! and the Little Waaagh! (see pages 28-29).

Options:

- May be upgraded to a Level 4 Wizard for +35 pts.
- May choose magic items from the Common or Orc & Goblin magic items lists, with a maximum total value of 100 pts.

Special Rules:

Fear Elves; Hate Dwarfs.

BLACK ORC BIG BOSS**Points/model: 80*

	M	WS	BS	S	T	W	I	A	Ld
Black Orc Big Boss	4	6	3	5	5	2	3	3	8

Weapons: Choppa.**Options:**

- May choose either an additional hand weapon (+4 pts), a great axe (+4 pts), or a spear if mounted (+2 pts).
- May wear either light armour (+2 pts) or heavy armour (+4 pts), and may also carry a shield (+2 pts).
- May ride a Boar (+16 pts), or may ride in an Orc Boar Chariot which has been included in the army as a Special Unit choice at the points cost shown there, displacing one of the Chariot's normal crew.
- May choose magic items from the Common or Orc & Goblin magic items lists, with a maximum total value of 50 pts.

Special Rules:*Ignore Greenskin Panic; Quell Animosity; Choppa.***ORC BIG BOSS****Points/model: 65*

	M	WS	BS	S	T	W	I	A	Ld
Orc Big Boss	4	5	3	4	5	2	3	3	8

Weapons: Choppa.**Options:**

- May choose either an additional hand weapon (+4 pts), a great axe (+4 pts), or a spear if mounted (+2 pts).
- May wear light armour (+2 pts), and may also carry a shield (+2 pts).
- May ride a Boar (+16 pts), or may ride in an Orc Boar Chariot which has been included in the army as a Special Unit choice at the points cost shown there, displacing one of the Chariot's normal crew.
- May choose magic items from the Common or Orc & Goblin magic items lists, with a maximum total value of 50 pts.

Special Rules:*Ignore Goblin Panic; Choppa.***SAVAGE ORC BIG BOSS****Points/model: 75*

	M	WS	BS	S	T	W	I	A	Ld
Savage Orc Big Boss	4	5	3	4	5	2	3	3	8

Weapons: Choppa.**Options:**

- May choose either an additional hand weapon (+4 pts), a great axe (+4 pts), or a spear if mounted (+2 pts).
- May carry a shield (+2 pts).
- May be given Warpaint for +8 pts/model (see page 6).
- May ride a Boar (+16 pts).
- May choose magic items from the Common or Orc & Goblin magic items lists, with a maximum total value of 50 pts.

Special Rules:*Ignore Goblin Panic; Choppa; Frenzy; Warpaint.*

HEROES

BLACK ORC BIG BOSS

Black Orcs are so powerful and important that each character counts as one additional Hero on top of the usual Hero or Lord choice. I.e, a Black Orc Big Boss counts as two Hero choices.

HERO'S STEEDS

Below are the statistics for steeds that can be ridden by Orc and Goblin characters. Full rules for these creatures can be found in The Green Horde section.

	M	WS	BS	S	T	W	I	A	Ld
Boar	7	3	0	3	4	1	3	1	3
Wolf	9	3	0	3	3	1	3	1	3

***BATTLE STANDARD BEARER**

One Big Boss in the army may carry the Battle Standard for +25 pts.

The Battle Standard Bearer cannot be the army's General even if he has the highest Leadership value in the army.

The Battle Standard Bearer cannot choose any non-magical equipment except for light or heavy armour as appropriate. They may be mounted as normal.

The Battle Standard Bearer can have any magic banner (no points limit), but if he carries a magic banner he cannot carry any other magic items.



HEROES

In the Orc & Goblin army, Heroes are known as Big Bosses or Shamans. Big Bosses are on the way up and hope to lead a Waaagh! of their own one day. All they need to do is prove themselves in battle.

HERO'S STEEDS

Below are the statistics for steeds that can be ridden by Orc and Goblin characters. Full rules for these creatures can be found in The Green Horde section.

	M	WS	BS	S	T	W	I	A	Ld
Boar	7	3	0	3	4	1	3	1	3
Wolf	9	3	0	3	3	1	3	1	3

*BATTLE STANDARD BEARER

One Big Boss in the army may carry the Battle Standard for +25 pts.

The Battle Standard Bearer cannot be the army's General even if he has the highest Leadership value in the army.

The Battle Standard Bearer cannot choose any non-magical equipment except for light or heavy armour as appropriate. He may be mounted as normal.

The Battle Standard Bearer can have any magic banner (no points limit), but if he carries a magic banner he cannot carry any other magic item.



ORC SHAMAN

Points/model: 65

	M	WS	BS	S	T	W	I	A	Ld
Orc Shaman	4	3	3	3	4	2	2	1	7

Weapons: Choppa.

Magic: An Orc Shaman is a Level 1 Wizard. He may choose spells from the Little Waaagh! (see page 28).

Options:

- May be upgraded to a Level 2 Wizard for +35 pts.
- May ride a Boar (+16 pts), or may ride in an Orc Boar Chariot which has been included in the army as a Special Unit choice at the points cost shown there, displacing one of the Chariot's normal crew.
- May choose magic items from the Common or Orc & Goblin magic items lists, with a maximum total value of 50 pts.

Special Rules:

Ignore Goblin Panic; Choppa.



SAVAGE ORC SHAMAN

Points/model: 67

	M	WS	BS	S	T	W	I	A	Ld
Savage Orc Shaman	4	3	3	3	4	2	2	1	7

Weapons: Choppa.

Magic: A Savage Orc Shaman is a Level 1 Wizard. He may choose spells from the Little Waaagh! (see page 28).

Options:

- May be upgraded to a Level 2 Wizard for +35 pts.
- May be given Warpaint for +8 pts/model (see page 6).
- May ride a Boar (+16 pts).
- May choose magic items from the Common or Orc & Goblin magic items lists, with a maximum total value of 50 pts.

Special Rules:

Ignore Goblin Panic; Choppa; Frenzy; Warpaint.



GOBLIN BIG BOSS*

Points/model: 35

	M	WS	BS	S	T	W	I	A	Ld
Goblin Big Boss	4	4	3	4	4	2	3	3	7

Weapons: Hand weapon.

Options:

- May choose either an additional hand weapon (+4 pts), a great axe (+4 pts), or a spear if mounted (+2 pts).
- May wear light armour (+2 pts), and may also carry a shield (+2 pts).
- May ride a Wolf (+12 pts), or may ride in a Goblin Wolf Chariot which has been included in the army as a Special Unit choice at the points cost shown there, displacing one of the Chariot's normal crew.
- May choose magic items from the Common or Orc & Goblin magic items lists, with a maximum total value of 50 pts.

Special Rules:

Fear Elves.



NIGHT GOBLIN BIG BOSS*

Points/model: 30

	M	WS	BS	S	T	W	I	A	Ld
Night Goblin Big Boss	4	4	3	4	4	2	4	3	6

Weapons: Hand weapon.

Options:

- May choose either an additional hand weapon (+4 pts) or a great axe (+4 pts).
- May wear light armour (+2 pts), and may also carry a shield (+2 pts).
- May choose magic items from the Common or Orc & Goblin magic items lists, with a maximum total value of 50 pts.

Special Rules:

Fear Elves; Hate Dwarfs.



GOBLIN SHAMAN

Points/model: 55

	M	WS	BS	S	T	W	I	A	Ld
Goblin Shaman	4	2	3	3	3	2	2	1	6

Weapons: Hand weapon.

Magic: A Goblin Shaman is a Level 1 Wizard. He may choose spells from the Little Waaagh! (see page 28).

Options:

- May be upgraded to a Level 2 Wizard for +35 pts.
- May ride a Wolf (+12 pts), or may ride in a Goblin Wolf Chariot which has been included in the army as a Special Unit choice at the points cost shown there, displacing one of the Chariot's normal crew.
- May choose magic items from the Common or Orc & Goblin magic items lists, with a maximum total value of 50 pts.

Special Rules:

Fear Elves.



NIGHT GOBLIN SHAMAN

Points/model: 60

	M	WS	BS	S	T	W	I	A	Ld
Night Goblin Shaman	4	2	3	3	3	2	3	1	5

Weapons: Hand weapon.

Magic: A Night Goblin Shaman is a Level 1 Wizard. He may choose spells from the Little Waaagh! (see page 28).

Options:

- May be upgraded to a Level 2 Wizard for +35 pts.
- May choose magic items from the Common or Orc & Goblin magic items lists, with a maximum total value of 50 pts.

Special Rules:

Fear Elves; Hate Dwarfs.

HEROES

Big Bosses are best used to lead individual units on the battlefield, adding their extra attacks and perhaps a magical weapon to the hitting power of the mob's charge.

The army looks best if you use the right kind of Big Boss to lead a unit, but there's nothing stopping you using a Savage Orc Big Boss to lead your Night Goblins. It'd just be very embarrassing for the Savage Orc.

Shamans are poor fighters and often operate alongside, but not in units. This means that they can avoid enemy missile fire whilst also steering clear of close combat.



CORE UNITS

Greenskins are prolific creatures whose numbers regularly swell to plague proportions forming vast hordes that pour into the orderly realms of (allegedly) civilised folk. The core of your army consists of large units of these ferocious and brutal warriors.

Most big armies include units of troops from many tribes. Consequently, a mixture of different types of Orc and Goblin warrior is normal in an army, and units of Night Goblins fight quite happily alongside regiments of Savage Orcs.

One unit of Orcs in the army may be chosen to represent the tribe's **Big'Uns** – the 'ardest and best of the tribe's warriors. See page 6 for full rules and restrictions.



ORC BOYZ

Points/model: 5

	M	WS	BS	S	T	W	I	A	Ld
Orc	4	3	3	3	4	1	2	1	7
Orc Big'Un	4	4	3	4	4	1	2	1	7
Orc Boss	4	4	3	4	4	1	2	2	7

Unit Size: 10+.

Weapons and Armour: Choppa & light armour.

Options:

- Any unit may be equipped with one of the following weapons: additional hand weapon (+2 pts/model); spear (+2 pts/model).
- Any unit may be equipped with shields for +1 pt/model.
- Upgrade one unit of Orc Boyz to Big'Uns for +2 pts/model. (See page 6).
- Upgrade one Orc to a Musician for +5 pts.
- Upgrade one Orc to a Standard Bearer for +10 pts.
- Promote one Orc to an Orc Boss for +13 pts.

Special Rules:

Ignore Goblin Panic; Animosity; Choppa; Big'Uns.



ORC ARRER BOYZ

Points/model: 7

	M	WS	BS	S	T	W	I	A	Ld
Orc Arrer Boy	4	3	3	3	4	1	2	1	7
Orc Boss	4	4	3	4	4	1	2	2	7

Unit Size: 10+.

Weapons and Armour: Choppa & bow.

Options:

- Any unit may be equipped with light armour for +1 pt/model.
- Upgrade one Orc Arrer Boy to a Musician for +5 pts.
- Upgrade one Orc Arrer Boy to a Standard Bearer for +10 pts.
- Promote one Orc Arrer Boy to an Orc Boss for +13 pts.

Special Rules:

Ignore Goblin Panic; Animosity; Choppa.



SAVAGE ORC BOYZ

Points/model: 6

	M	WS	BS	S	T	W	I	A	Ld
Savage Orc	4	3	3	3	4	1	2	1	7
Savage Orc Big'Un	4	4	3	4	4	1	2	1	7
Savage Orc Boss	4	4	3	4	4	1	2	2	7

Unit Size: 10+.

Weapons and Armour: Choppa.

Options:

- Any unit may be equipped with one of the following weapons: additional hand weapon (+2 pts/model); spear (+2 pts/model); bow (+3 pts/model).
- Any unit may be given Warpaint for +1 pt/model, and/or shields for +1 pt/model.
- Upgrade one unit of Savage Orc Boyz to Big'Uns for +2 pts/model. (See page 6).
- Upgrade one Savage Orc to a Musician for +5 pts.
- Upgrade one Savage Orc to a Standard Bearer for +10 pts.
- Promote one Savage Orc to a Savage Orc Boss for +13 pts.

Special Rules:

Ignore Goblin Panic; Animosity; Choppa; Frenzy; Warpaint; Big'Uns.





GOBLINS

Points/model: 2

	M	WS	BS	S	T	W	I	A	Ld
Goblin	4	2	3	3	3	1	2	1	6
Goblin Boss	4	2	3	3	3	1	2	2	6

Unit Size: 20+.

Weapons and Armour: Hand weapon & shield.

Options:

- Any unit may either be equipped with spears for +1 pt/model, or may exchange their shields for short bows for +1 pt/model.
- Any unit may be equipped with light armour for +1 pt/model.
- Upgrade one Goblin to a Musician for +4 pts.
- Upgrade one Goblin to a Standard Bearer for +8 pts.
- Promote one Goblin to a Goblin Boss for +8 pts.

Special Rules:

Animosity; Fear Elves.



GOBLIN WOLF RIDERS

Points/model: 10

	M	WS	BS	S	T	W	I	A	Ld
Wolf Rider	4	2	3	3	3	1	2	1	6
Wolf Rider Boss	4	2	3	3	3	1	2	2	6
Wolf	9	3	0	3	3	1	3	1	3

Unit Size: 5+. **Weapons and Armour:** Hand weapon. **Mount:** Wolf.

Options:

- Any unit may be equipped with spears for +1 pt/model, and/or short bows for +2 pts.
- Any unit may be equipped with shields for +1 pt/model.
- Any unit may be equipped with light armour for free, but will no longer count as Fast Cavalry.
- Upgrade one Wolf Rider to a Musician for +6 pts.
- Upgrade one Wolf Rider to a Standard Bearer for +12 pts.
- Promote one Wolf Rider to a Goblin Wolf Rider Boss for +12 pts.

Special Rules:

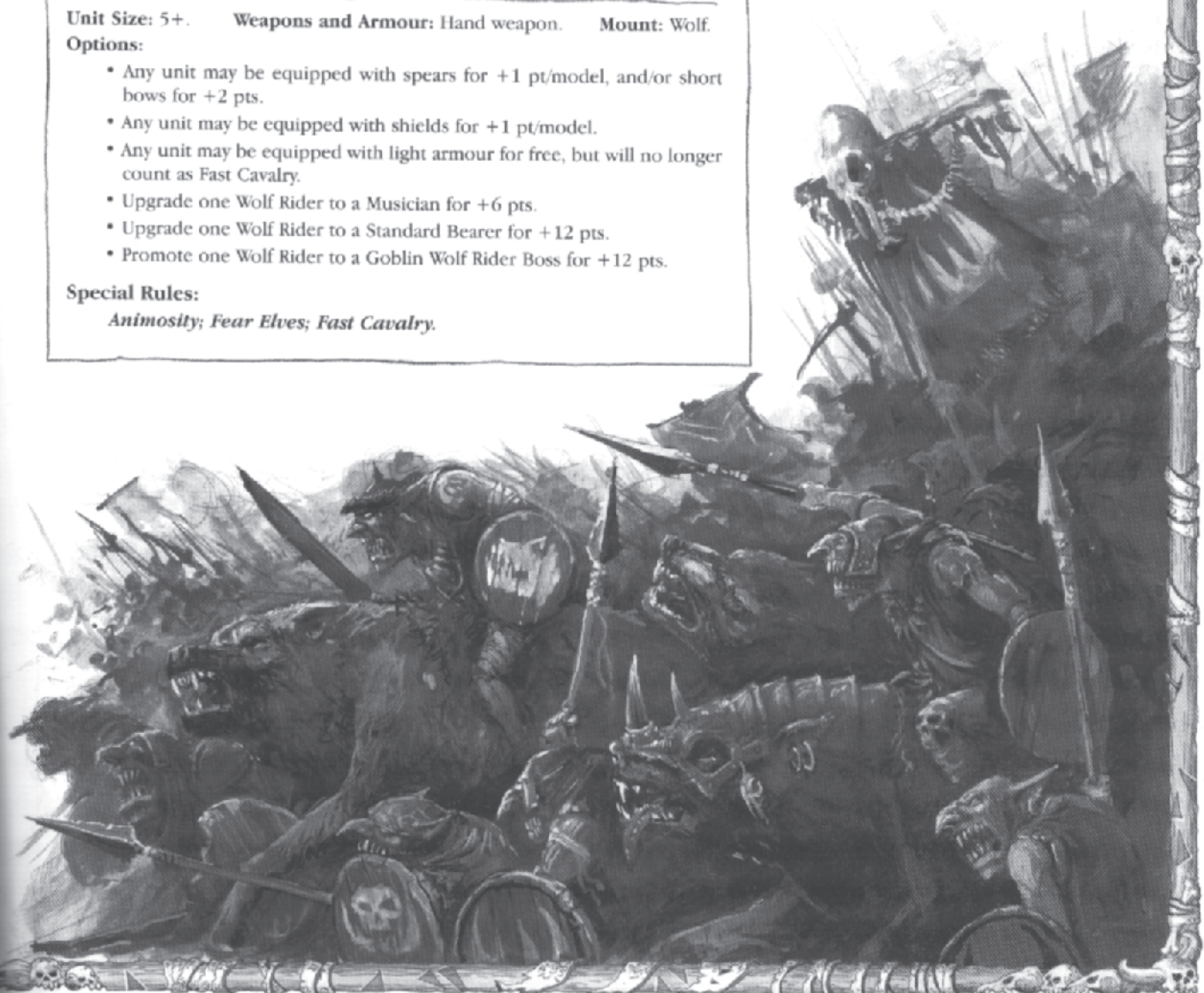
Animosity; Fear Elves; Fast Cavalry.

CORE UNITS

Whatever slanders you may have heard about the cowardice and general feebleness of Goblin warriors are all true. However, that's only the case when they're on their own and they're seldom stupid enough to turn up without a few dozen of their mates.

In battle you should field your Gobbos with this in mind and keep the units nice and big. Large units of Goblins aren't feeble at all, though naturally they aren't as dangerous (or as many points) as the Orc Boyz.

Wolf Riders are the only Goblins who are worth fielding in small units and that's only because they get in each other's way if there are too many of them.



CORE UNITS

One of the strengths of the Orc & Goblin army is its variety of troops ranging from tiny Snotlings to vast Giants. The challenge to you as a commander is to knit this disparate force together into a coherent whole. Actually, with the general waywardness of the greenskins this is almost impossible. What you really need to do is understand your army better than your opponent and be ready to exploit his confusion when something odd happens (as it will) such as the tiny Snotlings holding up his elite regiment for half the battle.

With the greenskins, your best plan can be simply taking as many fun units as possible and letting the rest sort itself out.



NIGHT GOBLINS

Points/model: 2

	M	WS	BS	S	T	W	I	A	Ld
Night Goblin	4	2	3	3	3	1	3	1	5
Night Goblin Boss	4	2	3	3	3	1	3	2	5
Fanatic	2D6	Special		5	3	1	3	D6	10

Unit Size: 20+ (not including Fanatics).

Weapons and Armour: Hand weapon & shield.

Options:

- Any unit may either be equipped with spears for +1 pt/model, or may exchange their shields for short bows for +1 pt/model.
- Up to one quarter of the unit may be equipped with nets in addition to their other weapons for +2 pts/model.
- Any unit may conceal up to 3 Fanatics (+25 pts/Fanatic).
- Upgrade one Night Goblin to a Musician for +4 pts.
- Upgrade one Night Goblin to a Standard Bearer for +8 pts.
- Promote one Night Goblin to a Night Goblin Boss for +8 pts.

Netters and Fanatics cannot be upgraded to Standard Bearer or Musician, or be promoted to a Boss.

Special Rules:

Animosity; Fear Elves; Hate Dwarfs; Fanatics; Netters.



0-1 SNOTLING SWARM

Points/base: 25

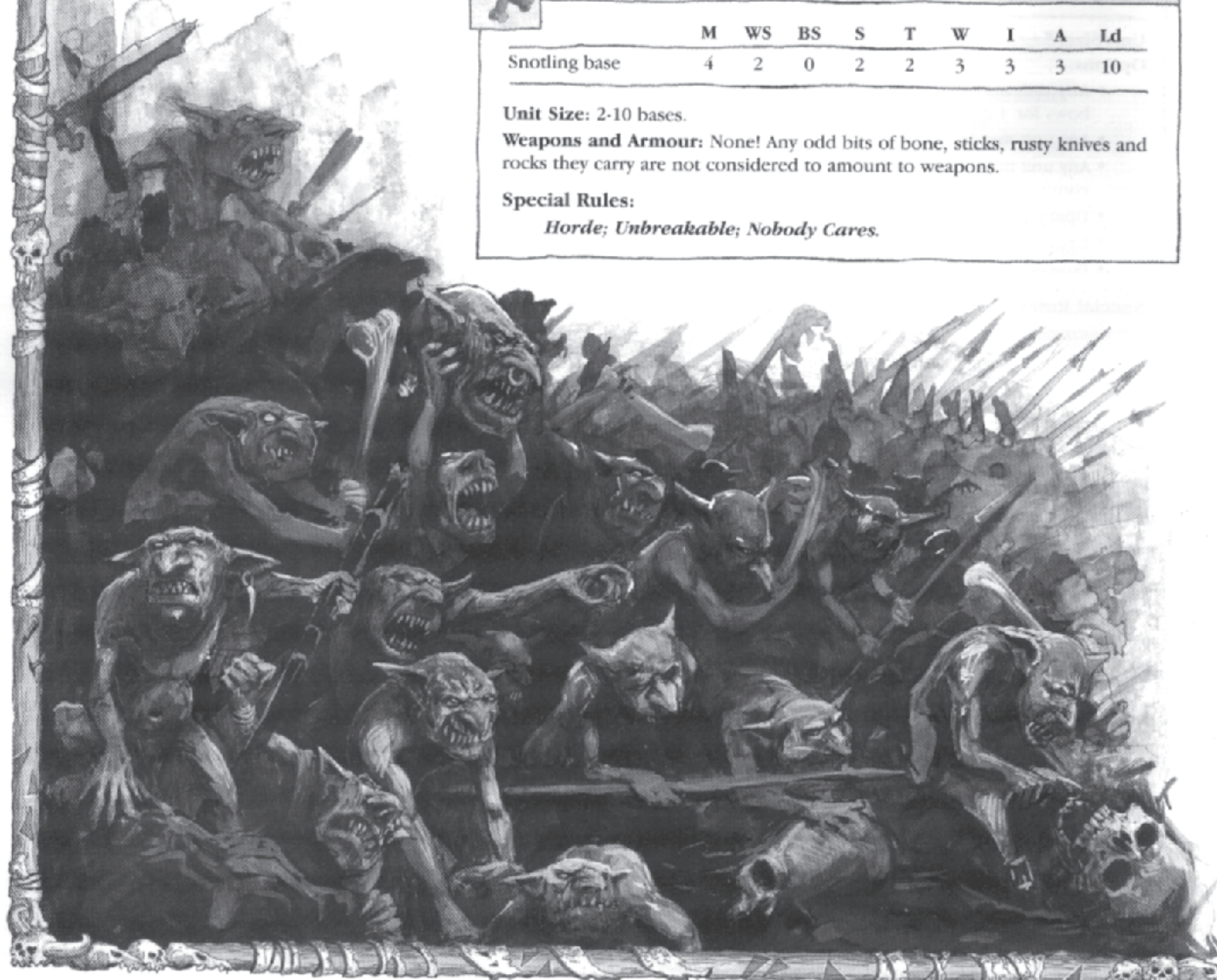
	M	WS	BS	S	T	W	I	A	Ld
Snotling base	4	2	0	2	2	3	3	3	10

Unit Size: 2-10 bases.

Weapons and Armour: None! Any odd bits of bone, sticks, rusty knives and rocks they carry are not considered to amount to weapons.

Special Rules:

Horde; Unbreakable; Nobody Cares.



**0-1 BLACK ORC REGIMENT****Points/model: 10**

	M	WS	BS	S	T	W	I	A	Ld
Black Orc	4	4	3	4	4	1	2	1	8
Black Orc Boss	4	5	3	5	4	1	2	2	8

Unit Size: 10+.**Weapons and Armour:** Choppa & heavy armour.**Options:**

- The unit may be equipped with one of the following weapons: additional hand weapon (+2 pts/model); great axe (+2 pts/model).
- The unit may be equipped with shields for +1 pt/model.
- Upgrade one Black Orc to a Musician for +6 pts.
- Upgrade one Black Orc to a Standard Bearer for +12 pts.
- The Standard Bearer may carry a Magic Standard worth up to 50 pts.
- Promote one Black Orc to a Black Orc Boss for +15 pts.

Special Rules:*Ignore Greenskin Panic; Quell Animosity; Choppa.***ORC BOAR BOYZ****Points/model: 18**

	M	WS	BS	S	T	W	I	A	Ld
Boar Boy	4	3	3	3	4	1	2	1	7
Orc Big'Un	4	4	3	4	4	1	2	1	7
Boar Boy Boss	4	4	3	4	4	1	2	2	7
Boar	7	3	0	3	4	1	3	1	3

Unit Size: 5+.**Mount:** Boar.**Weapons and Armour:** Hand weapon, spear, light armour & shield.**Options:**

- Upgrade one Boar Boy into a Musician for +7 pts.
- Upgrade one unit of Boar Boyz to Big'Uns for +4 pts/model. (See p.6).
- Upgrade one Boar Boy into a Standard Bearer for +14 pts.
- One unit of Boar Boyz may carry a Magic Standard worth up to 50 pts.
- Promote one Boar Boy to a Boar Boy Boss for +17 pts.

Special Rules:*Ignore Goblin Panic; Animosity; Thick-Skinned; Tusker Charge; Big'Uns.***SAVAGE ORC BOAR BOYZ****Points/model: 17**

	M	WS	BS	S	T	W	I	A	Ld
Savage Orc Boar Boy	4	3	3	3	4	1	2	1	7
Savage Orc Big'Un	4	4	3	4	4	1	2	1	7
Sav. Boar Boy Boss	4	4	3	4	4	1	2	2	7
Boar	7	3	0	3	4	1	3	1	3

Unit Size: 5+. **Weapons and Armour:** Hand weapon & shield. **Mount:** Boar.**Options:**

- Any unit may be equipped with spears (+1 pt/model).
- Any unit may be given Warpaint (+3 pts/model).
- Upgrade one unit of Savage Orc Boar Boyz to Big'Uns for +4 pts/model. (See p.6).
- Upgrade one Savage Orc Boar Boy into a Musician for +7 pts.
- Upgrade one Savage Orc Boar Boy into a Standard Bearer for +14 pts.
- One unit of Savage Orc Boar Boyz may carry a Magic Standard worth up to 50 pts.
- Promote one Savage Orc Boar Boy to a Savage Orc Boss for +17 pts.

Special Rules:*Ignore Goblin Panic; Animosity; Thick-Skinned; Tusker Charge; Frenzy; Warpaint; Big'Uns.*

SPECIAL UNITS

Some of your Special Units are truly awesome warriors, such as the Black Orcs who are amongst the best troops of any race. Others are useful when employed with low cunning and a good understanding of their capabilities and deficiencies... particularly the latter.

Boar Boyz are very popular among Warbosses as they can pile into the enemy line with the minimum of hanging around. This gets you fighting on turn two (if not before) and generates extra power for your Shamans as well as lots of extra bodies all round. Sometimes, however, it's a better idea to wait a turn and send them in with the rest of the lads on foot so that the whole army can attack at once.



SPECIAL UNITS

Squig Herds are bizarre and occasionally effective units that can tangle up a whole flank with bouncing and biting Squigs. They are best used for fighting alongside other Night Goblin units so that you can add Fanatics to the mix and really confuse your enemy.

Boar Chariots aren't as fast as Wolf Chariots, but they are a lot tougher and much more likely to get across the table without being reduced to matchwood. They are a big and obvious target, so take more than one if you can to make the enemy divide his fire between them. This way one of them will probably get through.



0-1 NIGHT GOBLIN SQUIG HERDS

Points: See below

	M	WS	BS	S	T	W	I	A	Ld
Night Goblin	4	2	3	3	3	1	3	1	5
Squig	2D6	4	0	5	3	1	3	2	3

Points Cost:

2 pts per Night Goblin; 14 pts per Squig; 18 pts per Squig Hopper.

Unit Size: 10+ models including Squigs, Night Goblins and Squig Hoppers.

Weapons and Armour: Each Night Goblin carries a pitchfork, drum, firebrand, Squig pipes, whip, cymbals or other useful Squig herding artefact. These count as hand weapons and confer no bonuses or special rules, being designed for prodding Squigs rather than fighting enemies.

Options:

- A unit may only include a maximum of 1 Squig Hopper for every whole 3 Squigs.

Special Rules:

Animosity; Fear Elves; Hate Dwarfs; Squigs (See page 18-19).



ORC BOAR CHARIOT

Points/model: 80

	M	WS	BS	S	T	W	I	A	Ld
Chariot	-	-	-	5	5	4	-	-	-
Orc	-	3	-	3	-	-	2	1	7
Boar	7	3	-	3	-	-	3	1	-

Unit Size: Each Boar Chariot model is a single unit.

Crew: Two Orcs.

Weapons and Armour: The crew are equipped with hand weapons and spears. The Chariot has scythed wheels.

Drawn by: Two Boars.

Armour Save: 4+

Options:

- Any chariot may include an extra Orc crew model for +6 pts.
- When permitted, a chariot can carry a single character who displaces one crewman automatically. The displaced crewman is lost and his value is not refunded.

Special Rules:

Ignore Goblin Panic; Chariots.

**GOBLIN WOLF CHARIOT****Points/model: 60*

	M	WS	BS	S	T	W	I	A	Ld
Chariot	-	-	-	5	4	3	-	-	-
Goblin	-	2	3	3	-	-	2	1	6
Wolf	9	3	-	3	-	-	3	1	-

Note that 1-2 Goblin Wolf Chariots count as only 1 Special Unit choice.*Unit Size:** Each Goblin Wolf Chariot model is a single unit.**Crew:** 3 Common Goblins.**Weapons and Armour:** The crew are equipped with hand weapons & short bows. The Chariot has scythed wheels.**Drawn by:** 2 Wolves.**Armour Save:** 5+**Options:**

- Any Chariot may include an extra Goblin crew model for +3 pts.
- Any Chariot may include an extra Wolf to pull it for +7 pts.
- Crew may be given spears (+1 pt/crewman).
- When permitted, a Chariot can carry a single character who displaces one crewman automatically. The displaced crewman is lost and his value is not refunded.

Special Rules:*Chariots.***GOBLIN ROCK LOBBER***Points/model: 70*

	M	WS	BS	S	T	W	I	A	Ld
Rock Lobber	-	-	-	-	7	3	-	-	-
Goblin	4	2	3	3	3	1	2	1	6
Orc Bully	4	3	3	3	4	1	2	1	7

Unit Size: Each Rock Lobber model is a single unit.**Crew:** 3 Common Goblins.**Weapons and Armour:** The crew are equipped with hand weapons.**Options:**

- An Orc Bully may be added to any Rock Lobber unit to 'encourage' the Goblins for +5 pts. He counts as part of the crew. He carries a choppa, wears light armour and is an ordinary Common Orc.

Special Rules:*Rock Lobber.***GOBLIN SPEAR CHUKKA****Points/model: 35*

	M	WS	BS	S	T	W	I	A	Ld
Spear Chukka	-	-	-	-	7	3	-	-	-
Goblin	4	2	3	3	3	1	2	1	6
Orc Bully	4	3	3	3	4	1	2	1	7

Note that 1-2 Goblin Spear Chukkas count as only 1 Special Unit choice.*Unit Size:** Each Spear Chukka model is a single unit.**Crew:** 3 Common Goblins.**Weapons and Armour:** The crew are equipped with hand weapons.**Options:**

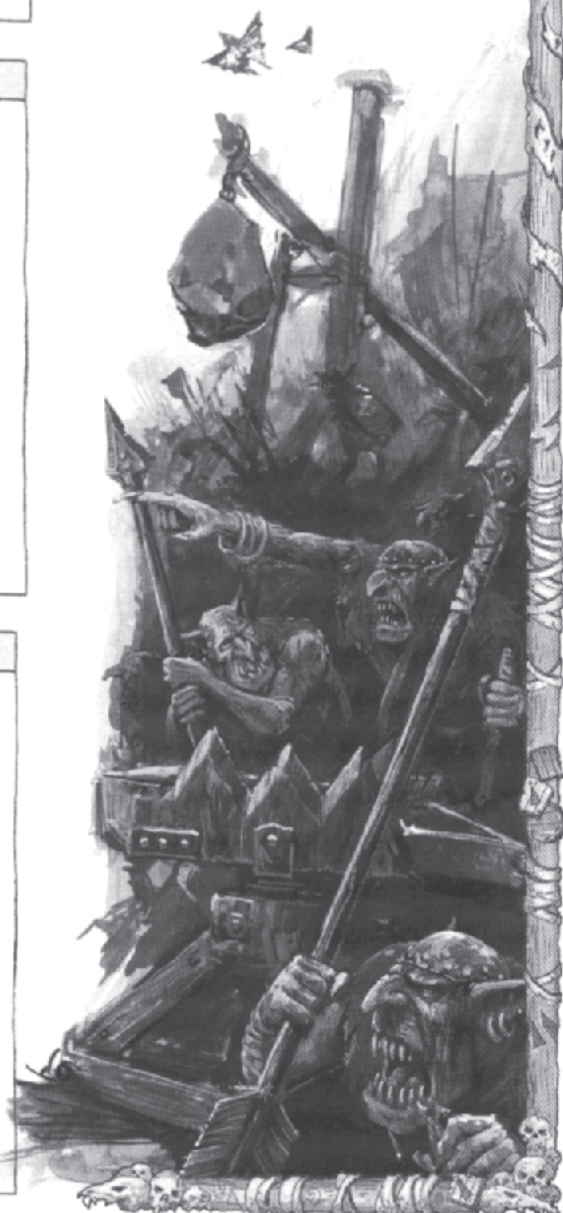
- An Orc Bully may be added to any Spear Chukka unit to 'encourage' the Goblins for +5 pts. He counts as part of the crew. He carries a choppa, wears light armour and is an ordinary Common Orc.

Special Rules:*Spear Chukka.*

SPECIAL UNITS

Orc Bullies are grizzled and sometimes crippled veterans who can't keep up with the young pups in the battle line any more. Whilst it's the Gobbos that actually do most of the work on the various war machines, they are often accompanied by Orc Bullies to shout at them.

Oddly enough, this is quite useful in battle even though the Orc rarely does any real work himself. Instead he growls menacingly at them and makes them less likely to flee as well as lending a hand if the enemy get tired of having rocks (or Gobbos) drop on their heads and tries to sort them out.



RARE UNITS

Rare Units are just that... scarce and valuable troops that are available to you in limited numbers. They are not necessarily the best troops you have, but always have unique abilities which can be readily employed to fulfil your dreams of slaughter.

Mercenary companies of Dogs of War sometimes hire themselves to the Orcs for a share of the plunder. Silmaneth's Shadow Host have been seen fighting for Orcs, as have Voland's Venators.



TROLLS

Points/model: 50

	M	WS	BS	S	T	W	I	A	Ld
Troll	6	3	1	5	4	3	1	3	4

Unit Size: 3+.

Weapons and Armour: Trolls don't need to carry normal weapons, though they often have a club, bone or bit of tree (these count as hand weapons).

Options:

- Any Troll unit may be upgraded to a unit of Stone Trolls at +5 pts/model, or River Trolls at +10 pts/model.

Special Rules:

Fear; Stupid; Troll Vomit; Regenerate; Trollish Types.



GOBLIN DOOM DIVER CATAPULT

Points/model: 80

	M	WS	BS	S	T	W	I	A	Ld
Catapult	-	-	-	-	7	3	-	-	-
Goblin	4	2	3	3	3	1	2	1	6
Orc Bully	4	3	3	3	4	1	2	1	7

Unit Size: Each Doom Diver Catapult model is a single unit.

Crew: Three Common Goblins.

Weapons and Armour: The crew are armed with hand weapons.

Options:

- An Orc Bully may be added to any Doom Diver unit to 'encourage' the Goblins for +5 pts. He counts as part of the crew. He carries a choppa, wears light armour and is an ordinary Common Orc.

Special Rules: *Doom Diver Catapult.*



SNOTLING PUMP WAGON

Points/model: 40

	M	WS	BS	S	T	W	I	A	Ld
Pump Wagon	2D6	-	-	4	4	3	-	-	-
Snotling crew	-	2	-	2	-	-	3	3	10

Unit Size: Each Snotling Pump Wagon is a single unit.

Crew: Numerous Snotlings.

Pump Wagon Armour Save: 6+

Special Rules:

Snotling Pump Wagon; 2D6 Impact Hits; Unbreakable.



GIANT

Points/model: 205

	M	WS	BS	S	T	W	I	A	Ld
Giant	6	3	3	6	5	6	3	Special	10

Unit Size: Each Giant is a single unit.

Weapons and Armour: A big club.

Special Rules:

Ignore Greenskin Panic; Large Target; Terror; Fall Over; Move; Special Attacks; Stubborn; (See pages 22-23).



DOGS OF WAR

Points/model: variable

Dogs of War are mercenary units you can hire to supplement your army. You may choose a unit of Dogs of War as an Orc & Goblin Rare Unit.





PAINTING ORCS & GOBLINS



For a gamer, there is no sight more inspiring than seeing a beautifully painted army arrayed for battle on the tabletop. It's a stirring sight, which inspires you to rush out and start painting your own. This is a big undertaking and will take many hours to complete, but then it'll be your army that's doing the inspiring! Basking in the glow of praise as your friends marvel at your brilliantly painted force is worth the effort required to get there. And it will take a lot of effort. However, the rewards are worth it.

As you look through this section, you'll find that most of the models have been painted by our highly skilled 'Eavy Metal team. These master craftsmen (and women) start out as extremely talented painters and by dint of continual practice and training, achieve a standard most of us can only dream of. Few of us will be lucky enough to own an army painted to this extraordinarily high standard, but that doesn't mean that we can't have something close or that we shouldn't be aiming high.

But let's get back to basics. Over the next few pages we'll talk about how to assemble and paint a whole army of greenskins. We'll start by showing you various painting techniques you can use, help you decide what colours to paint your models and discuss ways to base the finished figures.

It's worth remembering that there is no single right way to paint an army, so over the following pages you'll often find several methods used to achieve a particular effect. Try them all – experiment, and see which you like best. Perhaps you just want to get the army painted and fighting as soon as possible, so pick the quickest method. Perhaps you're after a dark, grim appearance for your force: use the techniques that gives the army the feel you want. It's your choice.

Remember that the ideas in this section are just a guide to painting an Orc army. We offer some advice and alternatives, but you don't have to follow any of them. What's most important is that it's your army, so have fun painting it!



PAINTING ORC MODELS

Of all the things you need to learn when painting an Orc & Goblin army, the most important one is how to paint **GREEN**. Nearly all the models in the army have green

skin and this alone goes a long way to making the army look coherent, regardless of what colours you paint the rest of the models.

Flat colour: The easiest and quickest way to get a model ready for battle is to neatly paint each area of the model a single colour. This requires the least effort and gives you an army you can play with straightaway. Of course, once you've done this you can always go back later and add more detail over the top, perhaps using the other techniques explained on this page.



Dark Angels Green. This colour is good for Black Orcs.



Goblin Green. This is the classic Orc & Goblin skin colour.



Camo Green. This colour is a great alternative to Goblin Green.

Drybrushing: This technique is used to add highlights to an area. Either select or mix a lighter version of your base colour (try adding white) and then dip your brush in it. Before painting the model, brush off most of the paint onto a tissue so that the brush is almost dry – hence the name. Then lightly brush across the model and the raised parts will pick up the lighter colour.



Dark Angels Green drybrushed with Goblin Green.



Goblin Green drybrushed with Sunburst Yellow.



Camo Green drybrushed with Rotting Flesh.

Ink washes: These are a simple way to add shading to a model as the runny ink naturally settles into all the crevices on the model – all you have to do is paint it on all over. Easy! This works particularly well either over a white undercoat or over a lighter green such as Goblin Green or Camo Green. Ink washes can also help to smooth out the 'grittiness' of a drybrushed finish.



Green Ink wash straight over a white undercoat.



Green Ink wash over Goblin Green.



Goblin Green drybrushed with Rotting Flesh, then a Green Ink wash over the top.

Combinations: If you paint your models in flat colours you can play with them immediately, but a lot of people like to go further. Try combining drybrushing and washes on your models, allowing each layer to dry before adding the next. The examples on the right give you an idea of what you can do.



Dark Angels Green drybrushed with Goblin Green, washed with Green Ink and followed by a lighter drybrush of Rotting Flesh.



Goblin Green drybrushed with Sunburst Yellow and washed with Green Ink.

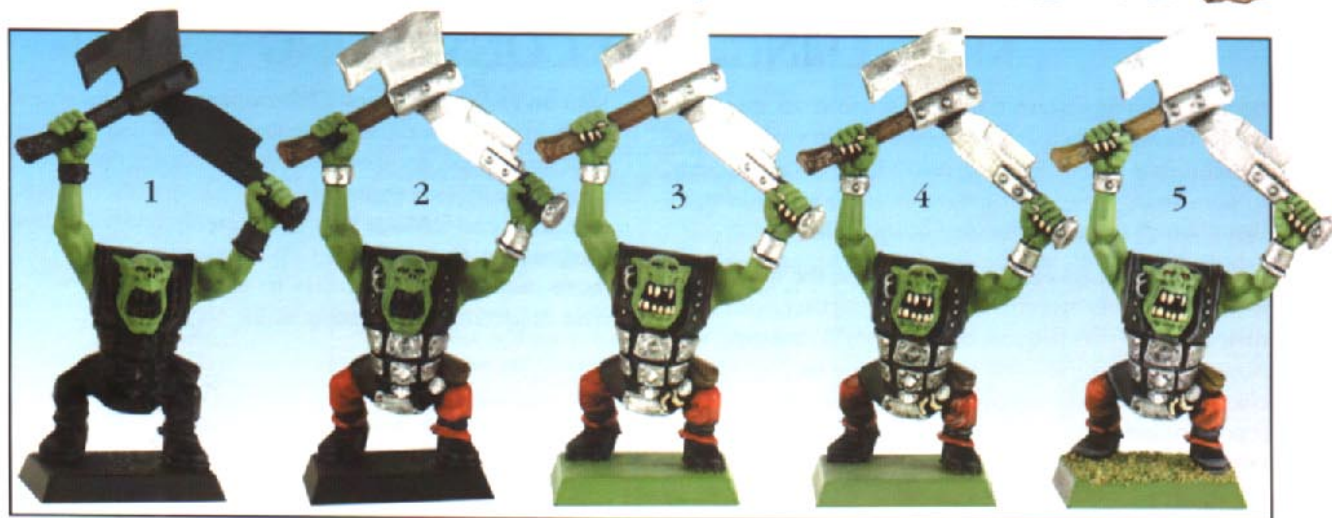


Camo Green drybrushed with Rotting Flesh and washed with Green Ink.



Greenskins vary enormously in size. Some people paint them the same skin colour regardless of whether the model is an Orc or a Snotling, and others like to vary the tone. As the biggest models are Black Orcs, it makes most sense if they get lighter as they get smaller, with Snotlings the brightest of all.

You can shade and highlight your models with drybrushing and ink washes, but you can paint on successively lighter shades of paint by hand too (see the miniatures on the left). This is how the 'Eavy Metal Team paint their miniatures. This painstaking method takes a lot longer but the final effect can be very impressive.



Here's an example of how to paint an Orc in stages from start to finish. 1) Start by spraying the model black and painting the skin Goblin Green. Be as neat as you can, but if you do make any mistakes, don't worry – you can cover them up later. 2) Use Chainmail to paint all the metal bits (weapons and armour plates, earrings, bracelets and studs for example). Paint the wooden handle of the axe and the leather pouch with Bestial Brown, and use Blood Red for the Orc's trousers. 3) When all that's dry, paint the teeth and claws with Elf Flesh. Finally, paint the model's base Goblin Green and you're ready to play. 4) If you want to go further, try a Dark Green Ink wash over the flesh, Black Ink wash over the metal bits and Brown Ink over the red. 5) If you really have loads of time, try highlighting each area with a lighter tone to bring out the detail. Finally, stick flock to the base with PVA glue.

Here Adrian Wood has done steps 1-3 to a whole regiment. To make the unit look a little different, he's used a blue-grey colour on the trousers instead of red, painted the tunics Scorched Brown and the weapons Boltgun Metal with a little black mixed in. Otherwise the techniques are the same as on the single model above. This shows just how effective these simple methods can be when the whole unit is set up together.

Note also that the variety of poses makes the unit look savage and unruly, though Adrian has been careful to ensure that they still fit next to each other in neat ranks and files. This is called 'ranking up' and is important when it comes to being able to game with them. Rather than paint each model individually Adrian painted a rank up at a time.

Adrian has also added a shield to the normal banner and skull top, because not only does it look good but it's also a simple way of including an Orcy symbol in the unit.

After gaming with the above regiment for a while, Adrian decided to go back to them and do some more work (much like stages 4-5 above). We've set them up again in exactly the same way so you can see the difference.

Firstly, he's added ink washes to the skin (Green), the tunics (Brown) and over the bone bits on the banner (Chestnut).

Once that was all thoroughly dry he gave a very light drybrush of Rotting Flesh to the faces and knuckles of just the front rank models. He also drybrushed the skull banner top with Bleached Bone.

Finally, flock was glued to the top of each base and the unit was ready to go to battle once more.



MODELLING AND CONVERTING

Before you paint your models you need to assemble them. This isn't hard, but remember when you're doing it that they'll have to rank up into a unit. It's all too easy to get carried away with a flamboyant pose and forget that it won't fit in with the rest of the unit.

Try assembling one rank at a time. Stand the models next to each other as you glue them together onto their bases so that you can be sure they'll rank up. Now is also the time to do any chopping or changing, swapping weapons or heads or repositioning arms. All these little changes are known as **conversions**.

Conversions range from the simple to the unbelievably complex, with everything else in-between. There is no rule that says you need to convert any of your models, but many people like to do so to give their army a personal touch.

It's best to limit rank and file troops to simple head and weapon swaps because these are quick and easy. Front rank models are good to convert as these are the models people see in your regiments. Most gamers reserve more complex conversions for characters such as their Warboss or Great Shaman. Why not use these more detailed models to show off your modelling and painting skills?



The 'cutaway' of a regiment of Orcs shown here illustrates several interesting points. Firstly, the second rank is mounted on a regimental base. These large bases make moving the unit around the tabletop much easier and can also be an aid when painting them. Alternatively, you could paint your models individually and glue them to their regimental base once they're finished. Spear-armed units look really good if you have the front rank with their spears pointing forwards and the rest angled up. You can even try having the second rank poking their spears over the heads of the front rankers. This makes it easy to see which models stand where when you set them up, and gives the whole unit a direction.

Fur comes in all sorts of colours and is the perfect surface for both drybrushing and ink washes.

It's a good idea to spend a little time at the end carefully painting details like eyes, ears and teeth. Savage Orc boars also look good with warpaint, just like their masters.



Orc glyphs are the best starting point for a banner and can be as simple or as complex as you like. Painting all your banners in a similar style and colour is one way of unifying your Orc horde.



This page shows a few simple conversions by Adrian Wood (left and below) and a rather more complex Warboss on a Boar (right) by Neil Green.

What Adrian's done is to mix and match parts from several of the different regiment frames. These are an excellent source of interesting bits, and as they're all plastic they're easy to stick together.

The Night Goblin on the left has a cloak from the Mordheim Skaven Adventurers frame, both a Goblin and an Orc shield decoration on his banner and a bizarre hand-beaded Familiar with a Skaven tail for a body.

The Orcs below have several bits of equipment from the Mordheim accessories frame banging from their belts alongside Zombie beads and extra weapons. The skull banner top has been used as a cool Orcy helmet by both Adrian and Neil.



(Above) Neil's taken a metal Boar Boy and given him a Warhammer 40,000 back banner (swapping the Necron skull for a human one), and most impressively a new helmet. He chopped the old one off and replaced it with a rebuilt skull (formerly a banner top).

If you want to use a metal part for a conversion, it's best to ensure that the join is strong. Drill a small hole into both pieces and use a small 'pin' of wire (I use old paper clips) to join them together. When you glue the parts together the join will be much stronger. Also remember that metal is very much heavier than plastic, a metal weapon pointing forward can easily tip a plastic model over, for instance. Plan your conversion so it's well balanced.



Chainmail or Mithril Silver weapons and armour look a bit shiny and new for Orcs, so add some stains and grime with Black and Brown Ink. Often the

easiest way to do this is to paint the ink on all over and then wipe some of it off with your thumb. This makes it rough and ready instead of carefully planned and uniform, and is much more appropriate. Also, try experimenting with more than one wash, or dotting the ink on.



Colours and designs on shields are the easiest place to give a unit an overall theme or motif as they are big and easy to see. The plastic shields come with a variety of glyphs which can be mixed together or matched across a whole regiment, though matching shields doesn't always look very Orcy. Have a look at the photos on the following pages and you'll see that we've often given the models in a unit a matching colour on their shields, but applied it differently each time. As a practical tip, paint the shields separately and glue them on at the end.



PAINTING ORCS AND GOBLINS

Your army isn't just a collection of models that you fight with, it's your own tribe! Naming your horde is a good idea – the Horde of Ghazrak Blagtoof, for instance. Also, it's worthwhile thinking about a theme for your army. Maybe it is made up of just Orcs, or Night Goblins, perhaps it has loads of Wolf Riders and chariots. Whatever you decide, you need to consider what colours to use on your regiments. You'll already have the green skin to help unify the look of the whole army, but it's a good idea to make sure that you don't confuse this with too many

Orc Boyz with spears. To rank up these models, the spears are held forward at the front and raised at the back. Also note that although the shields are all different they share the same colours to tie the unit together.



The bases on both these regiments have been textured by having sand glued to them. Once dry, this was painted Bestial Brown and then drybrushed with Bleached Bone. Finally, a little static grass was glued on in patches. Note how the sides have been left Goblin Green to keep them looking neat.



'Dags' are a common greenskin decoration around the edges of tunics and hoods. These are worth a go as they're easier to do than they look, mainly just requiring a little patience and care.

Also try using Bleached Bone or Sunburst Yellow instead of Skull White.

Orc Boyz with additional band weapons

You can use a different set of browns and greys for each unit. This will give each regiment a distinct appearance whilst keeping to the overall theme of the army.

You could also use similar shield designs or colours, jagged markings on the edges of tunics, topknots, warpaint, tattoos... the list is endless. Here are a few examples to start you off.



Another way to unify a unit is to paint all the spear shafts or bows the same colour.



Goblin unit with spears



These Goblins have been painted following just the same guidelines we applied to the Orc regiments on the previous pages because they all belong to the same army. In fact, you'll notice that the bases match across the whole army too. A bit of extra work on the bases always makes your whole army look better painted. Well worth the effort.



Black Orcs are darker skinned than normal Orcs and Goblins, so their armour is a good contrast. The unit above is so well protected that these two colours are almost all there is to paint on them! To add some variety, as is appropriate for the ramshackle armour of Orcs, some pieces have been painted black with 'dags' over the top in Bleached Bone, whilst other parts have been given a Brown Ink wash to make them look dirty and well used.



Another great place to find inspiration and ideas for painting and modelling is to look at the artwork in this book, in the rules or in White Dwarf every month.

Also, don't be afraid to borrow ideas from other gamers' armies or things you see displayed in the Golden Demon painting competition. Most people are only too happy to explain how they painted their models.



PAINTING NIGHT GOBLINS

Use the same ideas for painting your Night Goblins as your normal Goblins. However, most importantly, instead of wearing neutral browns and greys they wear black so they can hide in their tunnels. Black robes, black hoods, black boots... Night Goblins like black.

Sometimes they decorate their robes with patterns of off-white, yellow or red, and this is the perfect way to differentiate your units if you have more than one Night Goblin regiment. You can use them on the edges of hoods as shown here, or along the bottom of their robes as below.

Again, using the same colour for the wood on the bows is another way to unify the look of the regiment – and it's loads quicker to paint too.



Add variety to your units with a contrasting colour on the cowl or with a check pattern.



Night Goblins with bows



Fanatics should be painted to fit in with their Concealing Unit, but many players spend a bit more time on single models like this (as well as characters, Standard Bearers and other front rank models), as they will stand out on the tabletop. By putting a little more effort into these attention-grabbing models, the entire look of your army can be enhanced.



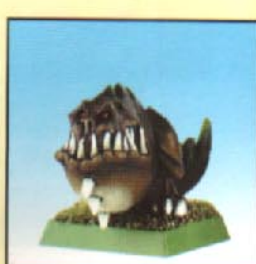
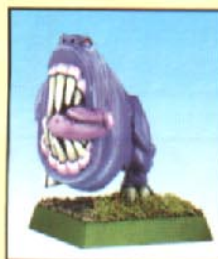
Night Goblins with spears



Netters are an unusual part of Night Goblin units and should be painted to match the rest of their regiment. On these examples we've added dags to sleeves (left) and around the hood (above). Their huge nets make them easy to find without having to paint them to stand out.

SQUIG HERDS

Squigs come in all sorts of colours and patterns so let your imagination run riot! These are a few simple possibilities, but there really is no limit to what a particular Squig might look like.



SAVAGE ORCS

Start by painting your Savage Orcs in just the same way as the rest of your Orcs. Once they're the right colour (green), you can add tattoos and warpaint to make them recognisable as the wilder cousins of normal

Orcs. Savage Orcs also wear skins (see the examples of painting fur) and carry bones and stone clubs. Both of these are easy to drybrush.



Use bold designs for tattoos and warpaint to make them stand out – dags work well, just as they do on clothing. Blue is a good contrast colour, but warpaint can be any colour you like.



Savage Orc Shaman



This model has an Orc glyph tattoo painted on his belly.



Tiger skins are a little more fiddly, but look great.



Squig Herders



Squig Herders

On the inside front cover you'll see the whole Squig Herd ready for action. Note that we've chosen to paint all the Squigs in the Herd the same colour and have done the same with the Squig Hoppers. The Herders themselves are painted just like the rest of the Night Goblins. It's just as valid to paint the Squigs all differently and have the Squig Herd as a riot of colour among the dark units of Night Goblins. You only have one Squig Herd, so why not make it stand out?



Squig Hoppers



With mounted models it's often easier to paint the rider and mount separately then glue them together afterwards. Here, a Wolf Rider has been temporarily stuck onto a cocktail stick pressed into a cork to use as a handle whilst it's being painted.

GOBLIN WOLF RIDERS AND CHARIOTS

Paint the Gobbos and Wolves as explained earlier; the individual techniques are just the same. Using the same colour for all the Wolves in a unit is an easy way to make the unit look coherent and also gives you the opportunity to use a different colour for the champion or Hero to make him stand out, if you wish.

If you want to spend a bit more time, you can vary the colour of the Wolves throughout the unit to make it look wild and undisciplined. You could then use the same colours on the tunics or shields to pull the unit together visually.



Goblin Wolf Riders with spears



The Wolves pulling this chariot have been painted in the same way as the ones in the unit of Wolf Riders next to them, making them look like part of the same horde.



Here are two simple, but very different, colour schemes for you to try.

ORC BOAR BOYZ AND CHARIOTS

All the notes for the Wolf Riders apply to Boar Boyz too. However, Boar Boyz are bigger models so you'll have to be more careful when you assemble them so that they'll rank up properly, just as with foot regiments. Picking out details like the pink noses and ears on the Boars makes a simple drybrushed paint job look better. It's often these careful details that really make an army stand out, and they needn't take too long to do.



Savage Orc Boar Boyz

The mounts of these Boar Boyz are only painted in two different colours, but even this little difference gives the unit a wilder and more irregular appearance. However, the whole regiment is unified by a simple two colour scheme on their shields which is never repeated exactly, but shares a very obvious theme. In this way, the unit manages to look like a single entity whilst still appearing undisciplined and Orcy. As with the rest of the army, the bases all match in style, though again the individual details vary.



Orc Boar Boyz



The Boars that pull your chariots can be painted to match the ones in your Boar Boyz regiment, or deliberately different so they stand out, whichever you prefer. The chariot itself can be painted quickly with a simple drybrush or two (see the war machine section overleaf). However, when it comes to the crew you'll find them easier to paint separately, just like cavalry models, and glue them in place at the end.



WAR MACHINES

When painting war machines, use drybrushing to pick out the wood-grain on the chunky wooden parts, and inks to stain Chainmail painted metal bits. It's simplest to paint the war machine crew just like the models in the rest of your army, though you might want to use a contrasting colour, such as red on their clothing, to separate one machine's crew from the next. This doesn't help them hit anything, but it looks good.



Using a variety of different browns for your war machines makes them look much more ramsbackle and is easy to do.



Some war machines, particularly ones without wheels, look really good mounted on their own bases. The Doom Diver Catapult here has bad spaces left on its base especially for the crew to stand in.



Instead of painting the metal bits in Chainmail or Mithril Silver, you can use bright colours like the red on this Spear Chukka's 'teeth'. This is another chance to tie the army together with your choice of colour.

TROLLS AND GIANTS

To give you a break from painting green (unless you're painting River Trolls of course!), Trolls and Giants are completely different colours.

Big, heavily textured models like these Trolls can be painted quickly by drybrushing them. You could even add a quick ink wash over the top to run into the cracks and pick out individual scales.

When you're modelling large models with large bases you have more room to add extra little details like rocks, toadstools, skulls, or equipment. The overall appearance of the base will still match the rest of the army, but the extra touches add character and make the big models that little bit special.

Jakob Neilsen has gone to town on his Stone Trolls and has highlighted all the scales by band!

As you'd expect, Giants are pretty big. This means that you've a lot of model to paint and it will take a while to do. It also means that it stands out, so take your time and do your best job. In addition to the many details that are actually modelled onto the Giant, there's plenty of scope for adding tattoos or warpaint. Also, as some of his equipment has been 'acquired' from other armies, you could perhaps use a colour scheme from your mate's army just to point out who's boss.



These River Trolls are painted Dark Angels Green to give them a dark, dank look.



Rare units, like the Giant and Trolls pictured above and right, are not only entertaining to play but they also give your army some serious muscle.





THE HORDE OF GHAZRAK BLAGTOOF



A fully painted greenskin horde arrayed for battle is an awesome sight. The use of a limited set of colours makes the army look like a single, very dangerous, whole. Note also how the green skin and metal weapons are the first things you see, as most of the rest of the army is deliberately painted in black and neutral colours.





ORC TERRAIN

Most of the time it's the Orcs who are trashing other folks' settlements, but once in a while some Empire Count will mount an expedition to 'clean up' his local forest. When you're building an army it's fun to have some extra bits of terrain to make your battlefield look the part. Hills and woods work with most forces and you probably have these in your terrain collection anyway, so all it takes is adding a few extra bits. With Orcs, the easiest terrain pieces to make are primitive hut villages with their watchtowers and stockade. These are available as resin or foam models, or you can make your own like the ones shown here. These were built by Mark Jones to go with Blagtoof's Horde. Note how he's used shields and glyphs to add extra detail and colour really quickly and easily.



These scenery models have been sprayed black and drybrushed with neutral colours. Finally, the base was flocked so as to blend in with our battlefields.



The ramsackle butts in the background of this photo were made from old coffee cups, bits of card and scrap balsa wood from other modelling projects. The totem on the far right is a resin model.



WARLORDS OF THE WAAAGH!

For untold centuries the might of the Orcs has battered the cities of Men, Dwarfs and Elves. Great has been the slaughter, but even so the names of all but a few are lost in the mists of time. It takes a particularly ambitious, powerful or lucky greenskin to be added to the few great heroes of his race. However, once they have ascended to the status of Azhag and Grom they are assured a place in Orc legend as their feats of battle are told and retold round countless campfires. Orcs and Gobbos aren't much good at remembering exact dates and times, but they love tales of battle and can recall where and how they got each scar.

This page lists a few of the most famed of these great Warlords and you should feel free to expand on what's here, work out game stats and so on if you want to include them in your games. The following pages include full details for two characters: Grimgor Ironhide and Wurrzag ud ura Zabubu. You may use either of these in your games of Warhammer by paying the points as normal. Note that they each take up more than one of your Character choices.

You do not need to agree with your opponent about using either Grimgor or Wurrzag as they are balanced for normal games. However, if you wish to use any new characters of your own devising, or want to use expanded versions of the ones on this page, then you must agree with your opponent before the battle.

GORBAD IRONCLAW

Gorbad was the mightiest Orc Warlord that ever lived. From Iron Rock in the Badlands he led his Waaagh! north, slaughtering the Empire guards at Black Fire Pass. The Moot was laid waste and thousands of Halflings butchered. Averland too was put to the sword, and the refugee-packed capital, Averheim, sacked and burned. Without pause he pushed on to Nuln, his army scarcely pausing at the walls. Within a day that too was a smouldering and corpse-strewn shell. Emperor Sigismund sent yet another army against the Orcs, but it was a disaster. In the Battle of Solland's Crown, Gorbad took both the crown of Solland and his Runefang from Count Eldred's dead body.

With most of the eastern Empire smouldering a further army was sent, this time under the leadership of the Empire's most able general. In the Battle of Grunberg the Count of Wissenland clashed with Gorbad and both suffered terrible wounds, but neither could deliver the killing blow. When night fell the Count's army was in full retreat with many knights abandoned

to their doom, the Count included, too injured to escape the murderous attentions of the victorious Orcs. Even so, the Count had saved the Empire, for the wound he had inflicted on Gorbad never healed and as the Orc Warboss weakened so his army drifted away and he was forced to abandon his Waaagh! and return to the Badlands.

AZHAG THE SLAUGHTERER

Sitting astride a Wyvern and wearing the Crown of Sorcery, Azhag led his Waaagh! from the Worlds Edge Mountains into Ostermark, there to slaughter and burn. Many of the battles were fought in the depths of winter, and though the men of the Empire starved, the Orcs never went hungry for they will eat any meat, no matter how foul. Though a bitter blow to the Empire, Waaagh! Azhag did not last long and broke up after he was slain in a bloody battle near Osterwald.

GROM THE PAUNCH OF MISTY MOUNTAIN

Grom followed the path of many greenskin invasions from the Worlds Edge Mountains into the eastern provinces of the Empire, crushing all resistance and pillaging the land. The old Imperial capital of Nuln was razed and Grom's army roamed freely across the Empire. Eventually he reached the sea where he constructed a vast fleet, sailing far to the west and into the troubled history of the High Elves.

SKARSNIK, WARLORD OF THE EIGHT PEAKS

Victor of the Battle of East Gate and master of many Night Goblin tribes, Skarsnik still lays siege to the Dwarfs in their mountain holds of Karak Eight Peaks, Karak-Azul and the sea fortress of Barak-Varr. There is no sign of his power waning, and his collection of Dwarf beard scalps grows ever larger.





GRIMGOR IRONHIDE

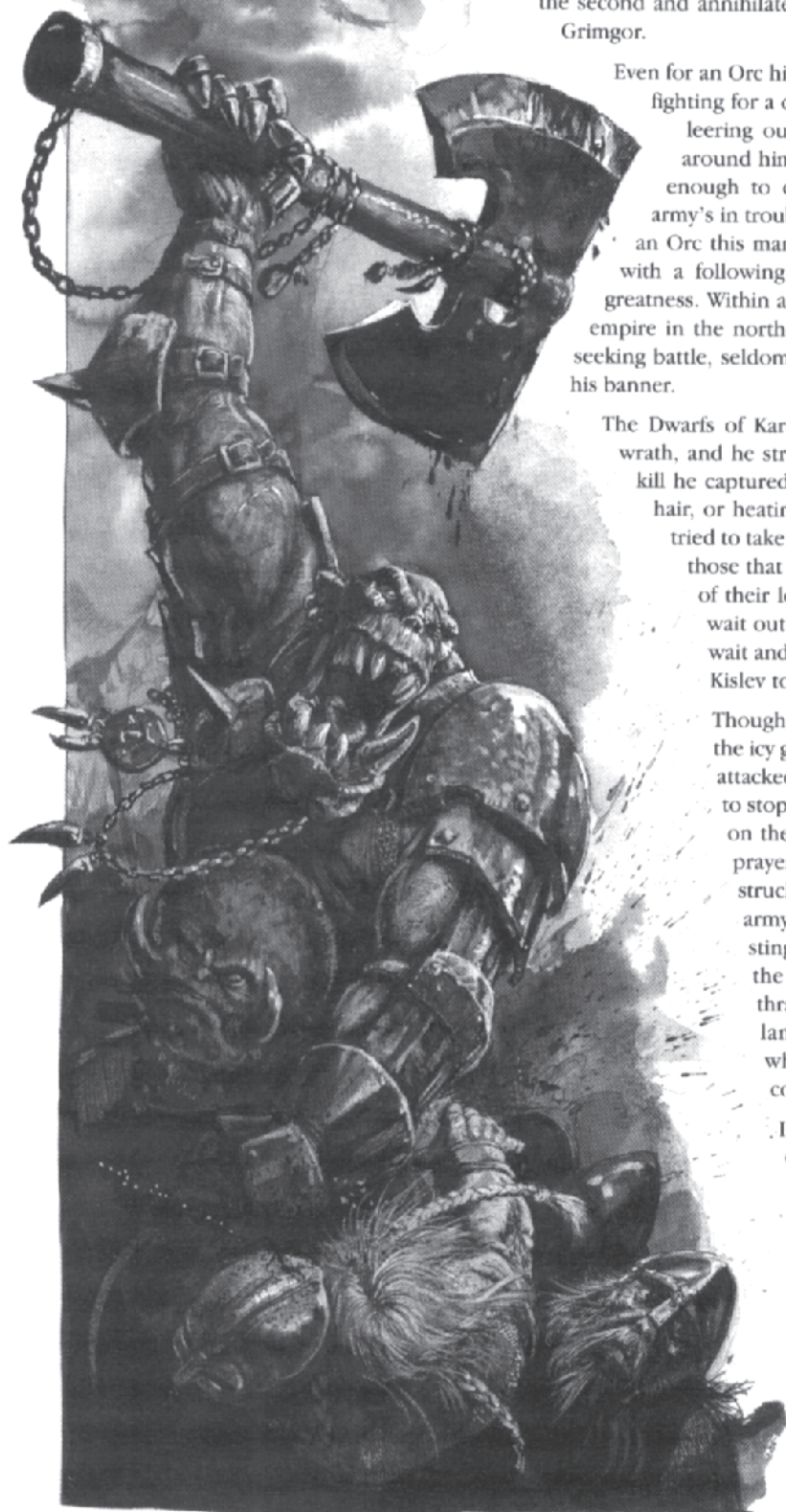
No one knows Grimgor's early history, the only Orc foolish enough to ask quickly joined the former Warboss of the Yellow Eyes tribe in a broken heap in a ditch. All that is known is that Grimgor had staggered out of the Blasted Wastes with a grizzled, bloody and much scarred bodyguard. The few survivors were all tired and hungry, but they were also all Black Orcs and all armed to the teeth. They had clearly seen much combat and some of the blood and wounds were fresh, but after that first time nobody dared ask. What they lacked in numbers they more than made up for with single-minded brutality. Grimgor easily took over the first tribe he met, conquered the second and annihilated the third. There was never enough killing for Grimgor.

Even for an Orc his thirst for battle is exceptional. If he is out of the fighting for a day he starts bloody arguments, his one good eye leering out from a mass of scars to find fault with those around him. Two days and he kills any Gobbos unfortunate enough to come within arm's reach. Three days, and the army's in trouble. He seeks nothing less than eternal battle. For an Orc this marks him out as a leader and as a huge Black Orc with a following of more of the same this marks him out for greatness. Within a month of arriving he had carved himself a small empire in the northern edge of the Worlds Edge Mountains, always seeking battle, seldom seeking followers though greenskins flocked to his banner.

The Dwarfs of Karak-Kadrin were the first of their kin to feel his wrath, and he struck them with insane ferocity. Those he did not kill he captured and tortured, plucking their beards out hair by hair, or heating their armour until they baked alive. He never tried to take the hugely fortified hold itself, content to butcher those that were sent against him until the Dwarfs despaired of their losses and settled down behind their defences to wait out the approaching winter. But Grimgor would not wait and went north once more, down Peak Pass and into Kislev to find fresh victims there.

Though the Kislevites are valiant fighters and well used to the icy grip of winter, the viciousness with which Grimgor attacked sent their forces reeling. Three armies were sent to stop him and he slaughtered them all in turn, feasting on the fallen. Then, as he approached Kislev itself, the prayers of the Ice Queen were answered and a blizzard struck the advancing greenskins. Without warning the army was wrapped in a freezing cloak of whirling ice, stinging the eyes, scouring the flesh and confusing the senses. The Goblins whined and the Orcs thrashed them forwards, but the way was unclear. All landmarks were lost in the swirling maze of whiteness and after blundering around in a confused rage Grimgor halted the army to sit it out.

It was as well that there were many hundreds of Goblins with the host as Grimgor slew dozens in his rage and frustration at being halted. Soon the Orc shamans began to talk of sorcery and that the storm was unnatural. Another day went past and Grimgor ordered the army back towards the mountains. Travelling this way the storm seemed to abate, but each time they turned again to march once more on Kislev the winds whipped up and pelted them with ice. Grimgor returned to the Worlds Edge Mountains in a fury that boded ill for those that stood in his way. As it happened, it was the Skaven of Clan Mors that fell foul of this wrath.



Grimgor had finally decided to find a base from which to strike, and the ancient Dwarf hold of Karak Ungor seemed just the right place to start. Most of the Red Eye Goblins that swarmed through the former Dwarf Hold were already followers of Grimgor, and the few that weren't soon learned their mistake.

But it was in the deepest tunnels that Grimgor found his real enemy and soon the old workings rang to the sounds of battle. Month after month the battles raged, thousands of Skaven and greenskins dying for each room, each corridor. Time and again Grimgor would think the Skaven destroyed, just to stumble on a secret passage hiding yet more of the vermin. With no map and both the Night Goblins and Skaven adding to the already labyrinthine passageways,

Grimgor retired to the upper levels, leaving his followers to battle it out in the depths. This was just what he was looking for: a battle that never ended. And so it is to this day – in the spring Grimgor leads his followers into Kislev or the Empire, slaughtering all who stand before him. In the winter he retreats to his stronghold in the remains of Karak Ungor, known to men as Red Eye Mountain, and there spends his time murdering the Skaven that infest the lower levels. But there are signs that he grows weary of this and seeks to enlarge his domains. In recent years he has lingered ever longer in the Empire and some fear that one year he won't return to Red Eye Mountain. Old wives tell their children to be good lest the Orcs get them, and when they do they think of Grimgor.

GRIMGOR IRONHIDE

	M	WS	BS	S	T	W	I	A	Ld
Grimgor	4	8	2	5	5	3	5	5	9
Bodyguard	4	4	3	4	4	1	2	1	8

Grimgor is a Black Orc Warboss. He can be taken as a Lord choice, but will use up one of your Hero choices and a Special choice as well. Taking Grimgor counts as taking a Lord, a Hero and a Special unit. He must be fielded exactly as given here, including his Bodyguard, and no extra equipment or magic items can be bought for him with the exception of expanding the size of the Bodyguard as detailed below. The cost of his magic items and a 9 model Bodyguard is included in his total cost.

Points: 600+ (400 for Grimgor, 200+ for Bodyguard).

Weapons: The magical axe Gitsnik.

Armour: The magical Blood-forged Armour.

SPECIAL RULES

Ignore Greenskin Panic; Quell Animosity.

He's da Boss: Grimgor must be your General, regardless of the Leadership value of any other characters in your army.

Hatred: Grimgor and his Bodyguard *bate* everyone.

Awesome fighter: Grimgor fights with a bloodthirsty and merciless efficiency that is all but unstoppable. Consequently, if Grimgor is still alive at the end of a close combat round in which he fought, add +2 to the combat resolution of his unit in addition to all normal bonuses. However, if this bonus applies then such is his foes' rush to put as much distance as possible between themselves and the rampaging monster, that enemy units which do break and flee will move 3D6" regardless of their normal Movement rate. If they fail to rally, subsequent flee moves will be at their normal rate.

Bodyguard: Grimgor is *always* accompanied by a Bodyguard of equally scarred and grizzled Black Orc veterans from his days in the wastes. He may not leave this unit. The following rules apply.

- The Bodyguard must be at least 9 models strong, not counting Grimgor. The points for the first 9 models are included in the cost above. Up to 10 more Black Orcs

may be added to the Bodyguard at a cost of +13 points per additional model.

- The Bodyguard is equipped with choppos, additional hand weapons and heavy armour.
- The Bodyguard has a Musician.
- The Bodyguard has a Standard Bearer who carries the magical Blasted Banner. The unit carried this all the way from the Blasted Wastes and they're not going to lose it now! The Bodyguard (and Grimgor) is *stubborn* whilst they retain the banner.
- The Bodyguard is in addition to the one unit of Black Orcs you are normally allowed in your army. This means that an army led by Grimgor may have up to two units of Black Orcs in total.
- No characters, except Grimgor, may join his Bodyguard. Grimgor may not leave it.
- When setting up a game, Grimgor and his Bodyguard deploy at the same time as other characters.

MAGIC ITEMS

GITSNIK

This large and blood spattered axe, whose name simply means "foe killer", has many charms and pouches chained to its haft. These contain powerful sorceries woven by mighty Orc Shamans that enable Grimgor to wield Gitsnik with blurring speed.

The axe Gitsnik gives Grimgor +2 Strength. In addition, Grimgor always attacks first.

BLOOD-FORGED ARMOUR

Battered, scarred and twisted, just like its wearer, the Blood-forged Armour has served Grimgor well in many battles.

Gives Grimgor a 1+ Armour save and a 5+ Ward save.

MORK'S ALL-SEEING EYE

This small but potent artefact hangs from Grimgor's armour, the spoils from a victorious head-butting contest with Mork himself (Grimgor claims). Through this talisman Mork watches over Grimgor and protects him from enemy spells.

The Eye gives Magic Resistance (1) to Grimgor and his Bodyguard, as described on page 114 of the Warhammer rules.



WURRZAG UD URA ZAHUBU, GREAT SHAMAN OF THE BONE NOSE TRIBE

Ever since he was a young pup, Wurrzag had been in trouble. The Bone Nose tribe's shaman, Old Wizzbang, was a jealous and cantankerous Orc who didn't want any young 'uns stealing his thunder. So the day Wurrzag was found in a trance, with his eyes glowing green, floating in mid air with crackles of green lightning arcing from him to the ground he was unceremoniously kicked out of the tribe into the impossibly overgrown maze of the jungle. This was not a good thing for Wurrzag, as the general idea was that he get himself eaten as soon as possible by one of the slaving monsters that lurked there.

But Gork and Mork had other plans.

Wurrzag didn't know about these plans and expected to be something's meal at any moment. However, panic can only last so long, and after several hours of not being eaten he decided that he was hungry himself and went to look for his own lunch. Perhaps it was his crackling green lightning, perhaps it was the odd smell of ozone that hung about him, but all the slaving monsters decided they had urgent appointments elsewhere and avoided him.



The days went by, then months and years, and Wurrzag grew into a large and imposing Orc. He was never bothered by the many dangerous beasts that threatened others who ventured into the green maze of the jungle alone. In fact, he rather liked them being there as they were excellent guards for him when the vision trances overtook him and he lay mewling, helpless and unseeing, or wandering like a sleepwalker through the trees. The visions which had plagued him since he was a pup had grown stronger over the years even though the Waaagh! energy from the constant fighting and squabbling of the boyz no longer coursed all about. These visions led him all over the jungle, always seeking something, but never finding it until the fateful night when both moons were full at once.

He snapped out of his trance in a clearing, staring up at the moons. He was lying in the ruined square of what had once been a huge Orc fort, or castle, or something. He'd never seen anything like it. Curious, he started to explore, finding tumbled parapets and halls, many bedecked with strange and crumbling wall paintings. There was a ring of familiarity about the place, though he'd never been there before, and this soon led him to a sturdy building in one corner of the compound. It was as ruined and overgrown as the rest, though Wurrzag could feel it was somehow important. He pondered this, scuffing at the debris with his foot, but finding nothing. At last, when he had given up on finding anything, he fell through the floor.

When he woke again his head hurt, but the pain was forgotten the moment he laid eyes on the mask. The skeleton that wore it was well past its best and didn't resist when Wurrzag relieved it of its burden. Odd, that. The skeleton was almost dust, but the wooden mask was fine. Dusty, but fine. He tried it on and almost fell over a third time. Instead of a dimly lit, rubble choked hole he stood in a brightly lit throne room with torches blazing and furs strewn over an elaborately carved throne. Wurrzag wrenched the mask from his face to look again, or at least he would have done if he could have removed it, but it was stuck fast! Then, before he could struggle further, a glowing green figure appeared and he stopped in his tracks.

In front of him stood his mirror image: a young Savage Orc shaman wearing a strange wooden mask. However, this one had a skull topped staff too and seemed to be made of a translucent green mist. Wurrzag stood with his mouth open and stared, then the figure began to speak. "Wurrzag," he said. "Gork and Mork have chosen you for a great mission – you must seek out the Once And Future Git and bring him here." Wurrzag stared some more. Everyone had heard of this mythical greenskin that once led them all, and would someday return to lead them to victory again against their many enemies before falling in battle at the end of the world itself.

"Here?" Wurrzag finally managed.

"Yes," said the apparition. "The true Git will prove himself by drawing his axe once more from the Gaffastone." The ghost gestured in the direction of a large stone in the corner, crudely shaped in the image of a stout, bearded figure. Buried in its head was a large and ornately wrought

axe, glittering in the torchlight. "Only the Git can do this," continued the green shaman, "and it is your task to seek him out and bring him here. Take this, it will help you." he concluded, handing the staff to Wurrzag. And with that the vision faded.

And so Wurrzag's quest began. He started by returning to the Bone Noses – the tribe that had thrown him out. Old Wizzbang was still there and still crotchety as ever, but Wurrzag was rather different. The confrontation lasted mere

seconds and when the dust settled Old Wizzbang had disappeared. In his place was an unusual looking Squig which Wurrzag took for himself and which now rides atop the Bonewood staff.

"I'm off to find Da Git," bellowed Wurrzag to the assembled crowd. "Anyone comin'?" And with that he strode over to the Boar pens, stared down the biggest and most surly of the lot, and rode off north. Naturally the rest of the tribe followed...

WURRZAG UD URA ZAHUBU

	M	WS	BS	S	T	W	I	A	Ld
Wurrzag	4	3	3	4	5	3	2	1	8
Spleenrippa	7	3	0	4	4	1	2	1	3

Wurrzag is the chosen emissary of Mork (and perhaps even Gork) and is seeking the Once And Future Git. He travels the Badlands mostly, joining the larger Waaaghs in search of the future leader of all the Orcs. He can be taken as a Lord choice, but will use up one of your Hero choices as well. Taking Wurrzag counts as taking a Lord and a Hero. He must be fielded exactly as presented here, and no extra equipment or magic items can be bought for him. The cost of his magic items is included in his total cost.

Points: 500.

Armour: None.

Weapons: Bonewood Staff (treat as a magical hand weapon).

Mount: Spleenrippa the boar.

SPECIAL RULES

Frenzy.

Mork's Favourite: Wurrzag is a Level 4 Wizard and may generate his spells from either or both the Little Waaagh! and the Big Waaagh!, just like any other Level 4 Shaman. Being Mork's current favourite, Wurrzag adds +1 to the casting total of each spell he attempts. Also he cannot Miscast. If he rolls a double 1 the spell fails and he loses any dice stored in his Squig, but is otherwise unharmed.

Warpaint: As he is on a sacred quest, Gork and Mork take particular care of Wurrzag and he gains extra protection from his warpaint and tattoos. Instead of being a 6+ Ward save, Wurrzag's warpaint gives him a 5+ Ward save.

Tastes Bad: Creatures that would normally attack Orcs on sight usually give Wurrzag a wide berth. An enemy mount or monster may only make half its normal number of Attacks (rounded down) when in base contact with Wurrzag – even if its Attacks are not directed at him.

Bring out the Git: Some say that the Git's asleep under the hills, but Wurrzag's still looking anyway. Because of this he won't act as General for your army unless he is the only character. How can he judge their qualities of leadership if he doesn't let them lead?

MAGIC ITEMS

BALEFUL MASK

BOUND SPELL

POWER LEVEL 3

Through the Baleful Mask Wurrzag can see things as they will be in the future, or possibly as they were in the past. But it is a glorious age, whenever it is, and this is the promise that The Once And Future Git brings – a return

to this great time when Orcs rule the world and there is always a good fight in the offing. The mask also has the useful ability to launch lethal green bolts of energy at people who annoy him.

The Mask contains a Gaze of Mork spell which works exactly as described in the Waaagh! magic section. This may be cast once per Magic phase like an ordinary spell. The spell requires no Power dice to cast, all the power required is provided by the Mask itself.

BONEWOOD STAFF

BOUND SPELL

POWER LEVEL 4

This was carved many centuries ago from rare and precious bonewood. It is a potent focus for Waaagh! energy and is often used for Orc magic items.

The staff contains a spell which turns Wurrzag's foes into Squigs. This may be cast once per Magic phase like an ordinary spell. The spell requires no Power dice to cast, all the power required is provided by the Staff itself.

A whirling green mist surrounds one enemy model who is in base contact (obviously this means Wurrzag can use it on models in close combat). The victim, his mount (unless a monster) and all his equipment are immediately turned into Squigs. Replace the enemy model with a loose Squig and immediately bounce him away as per the normal rules (see pages 18-19). If the enemy model was mounted on a steed that only has 1 Wound then replace it with two Squigs and bounce them off separately. As usual, the Squigs don't attack units when they start bouncing, just where they land.

Wurrzag spent far too much time alone in the jungle to be very tolerant of others, especially other Shamans. Before the armies are deployed, roll 1D6 for each Shaman in the army apart from Wurrzag. On the roll of a 2-6 they are fine and take part as normal. On the roll of a 1 that Shaman has annoyed Wurrzag and been turned into a Squig. The Shaman is lost along with any magic items he was carrying. However, if you have a Night Goblin Squig Herd in your army you may add +1 extra free Cave Squig to the unit for each Shaman that gets on the wrong end of Wurrzag's temper.

WIZZBANG THE POWER SQUIG

A Squig sits on the top of the Bonewood Staff, glaring hatefully at everyone. It is small and furry with long hair that stands on end when it's full of Waaagh! energy, which is most of the time.

At the end of either player's Magic phase, Wurrzag may store up to two unused dice from his pool in the Power Squig. In the next Magic phase these are released and added to the pool in addition to those he would normally have.



THE GREENSKINS IN BATTLE



BEFORE WE BEGIN

If you command an Orc & Goblin army bad things will happen. Your units will fail their Animosity tests and attack each other, your Fanatics will spin back through your own regiments and your war machines will never hit a thing. But don't worry,

that's only the first turn, there's the rest of the battle to smash the enemy in!

Greenskin hordes are wild and unpredictable things and that's what makes them the most entertaining army in the Warhammer game. Sometimes they are totally unstoppable killing machines and other times they are spoiled children who refuse to behave themselves. Commanding Orcs is occasionally frustrating, often amusing, but never dull. I think they're great.

In battle, the greenskin horde works best if you can get into the right frame of mind. Gobbos are expendable, magic is dangerous to everybody, and if you can get the ladz into action you'll give the other lot a good kickin'. Most of the Orc battle plan should revolve around getting your hardest units into contact as soon as possible. The majority of your army will be useless at anything other than breakin' heads up close, but they're quite good at that.

One of the great advantages the Orc & Goblin army enjoys is a vast array of troops to choose from. This means that you can tailor your army to suit both your

model collection and your style of play. You can go for a fast army with loads of chariots, Wolf Boyz and Boar Riders, or something larger and slower with mob after mob of foot troops. Perhaps you like war machines and will include several Lobbers and Chukkas; maybe it's the Giants and Trolls that amuse you, or perhaps you theme your force around Night Goblins, Savage Orcs or a Goblin tribe of your own invention. There's a great deal of choice.

Naturally, the Orcs & Goblins have downsides too, Animosity being chief amongst them. In the end it's not worth worrying about. You can't totally stop it as the ladz are a fractious lot and will end up scrapping amongst themselves no matter how many Black Orcs you have to keep order. So roll with it. Be flexible in your planning and get used to the idea that your army may have other ideas, no matter how great your plan might be. Odd as it may seem, sometimes the models know best!

The following hints and comments are just a smattering to start you thinking. Hopefully they'll help you in your first few battles, though I'm sure you'll soon be able to add plenty to this from your own hard won experience.

SLOW STUFF

This is usually the bulk of your army: the ladz on foot. There is a simple key to success with these units and that's make 'em big! Don't fiddle about with units of 10 Orcs on foot, have 30. Gobbos deserve to come in units of 40. At least. That might sound like a lot, but remember that you'll probably be taking a lot of casualties from enemy missile fire and spells before you can get up close to break some heads. By the time you arrive, your units won't be nearly as big, but will still be a match for the enemy. Big units also have the advantage of avoiding many of the 25% missile casualty Panic tests, as 25% of 40 is that many more models. Of course, if you arrive with your mob intact then you just guarantee more ranks and outnumbering bonuses to your close combat results. Having 30 Orcs in a mob also gives you the option to field them wider than normal and get more models fighting – surely a good thing. And 30 Orcs is a fearsome sight.

One point worth underlining here is that with big units you get rank and outnumbering bonuses in close combat. These are often the edge that can tip a scrap your way, so it's a very good idea to make sure you keep them. Having very large units is a help as you don't lose your bonuses when you take a few casualties, but there is also the vital subject of flanks.

If you get charged in the flank by a sizable unit you lose your rank bonus and all those extra models are largely wasted. This is clearly a bad thing and best avoided. Use your units to screen each other as you advance, either by physically being in the way of someone charging you in the flank, or by being in a position to charge them in the side in turn (obviously this is only worth doing if you



Almost three and a half thousand years ago greenskins overran the Dwarf hold of Karak Eight Peaks. Its ruinous caverns and tunnels were taken over by Night Goblins and Skaven, whilst deeper still nameless horrors crawled into the old mines and settled in the abandoned depths. Within a few years Night Goblins had moved permanently into the ruins and split into many tribes based around the adjoining mountains and the tunnels that ran beneath them.

Although the Dwarfs often tried to recapture Karak Eight Peaks they did not succeed until recent times when a Dwarf lord called Beregar established a fortified bridgehead in the old citadel. Though the Dwarfs are obliged to live in a permanent state of siege they have slowly expanded their domain by clearing Night Goblins and other creatures from the upper levels. One day Beregar hopes to complete his reoccupation, but the Goblins are numerous and grow ever more so.

think your first unit can survive a turn of combat). This threat and counter threat makes for some very interesting manoeuvring and helps to make the most of all those extra ladz.

I always take Standards, Musicians and Champions for all my units that can have them. All have uses in combat and the +1 to rally that Musicians give units is particularly helpful for an army with Leadership 5 and 6 troops. Quite apart from the game effects, Champions, Standards and Musicians look good (and the gods of the dice always favour the better looking army!).

Your best foot troops are Black Orcs and Big'Uns (if you take 'em as foot troops), but don't underestimate the value of normal Orc Boyz, or even lowly Gobbos. Your opponent will be well aware of how unpleasant it is to be on the wrong end of a Black Orc unit, so he will often avoid them. A good tactic on his part, but frustrating for you. However, he won't be so worried about regiments of your normal boyz and, as he can rarely avoid all your units, this will allow them to get into action. Once they've pinned the foe in place you can get your better troops around their flank and into the fight too.

It's worth commenting especially on the oddities that lurk among the Night Goblins: Fanatics and Netters. The mere threat of Fanatics can be a big help to you, but be careful about what you do with them. Over many battles I have kept a careful tally of their kills and they often slaughter more of your own troops than the enemy's. However, this is not a problem if you expect this to happen and is yet another good reason to take big units. If you have 40 Gobbos then the Fanatic sailing through them and killing six won't slow them down. It means you can charge through your own Fanatics when the enemy wouldn't dare. This often comes as a very unpleasant surprise to them.

Netters aren't as powerful as Fanatics, but they can give you an edge. Place as many as you can in the front rank around your characters, standard and so on. This won't be a lot and the rest will have to lounge about in rear ranks for the time being. However, if your unit survives its first combat and moves to attack again, you can shift the rest of your Netters into the front rank to replace those that have thrown their nets. It's rarely worth having more than two combats' worth of Netters, though a single "reload" is cheap and can help. Looks good too.

Squigs are another Night Goblin weirdness, and they have many uses. The Herd itself can be quite good in close combat if it's large enough, and I tend to use them on the flanks. Their Hoppers will get in the way of the enemy and stop them marching, and if they come close enough to be charged then the Squigs will bite big lumps out of them. Even if it goes horribly wrong and they all die you've only lost a few Gobbos...

FAST STUFF

Whether it's Wolf Riders or Boar Chariots, Orcs and Goblins have a lot of fast troops in their army. You can choose to use this as a theme for your horde, but I've found them most successful when used in conjunction with solid blocks of foot troops.

Wolf Riders and Chariots are incredibly fast and can be positioned so that you can charge the enemy and they can't charge you. This puts the foe in an awkward position, and even if you just sit there threatening him it's often worth it for the look on his face. Your Wolf Chariots can be hitting his line on your second turn (your first turn if he advances carelessly) and this can upset his plans nicely. Chariots in general can be used to target small units such as war machines and here they can perform well. Another powerful strategy is to place them between your foot blocks in your main battle line. If you keep pace with the foot troops and charge alongside them the extra punch lent to the attack will often be the difference between beating and absolutely massacring the foe. This deployment has the added advantage of keeping units that suffer Animosity out of each other's way, limiting the problems to squabbling rather than them actually attacking each other.

Wolf Riders are the archetypal flanking unit and serve well there. Just beware of their poor Leadership which combines with their speed to run them off the table quickly at the first sign of trouble. It's often worth sending two units to do the job of guarding flanks, or backing one up with a Chariot. Some folk recommend a single large unit instead of two as the chances of taking a Panic test for missile casualties is lower, but I think two units is the more reliable option – insofar as anything to do with Gobbos can be reliable.

A favourite of many greenskin players are the fast and hitty Boar Boyz. Their uses are obvious, but it's worth mentioning that the temptation of putting your General with them sometimes needs to be tempered by his usefulness with the rest of the army. If the Boar Boyz are going to race off to thump the foe as soon as they can then the remainder of the horde will probably find itself out of his range and testing on their own Leadership. With the Orcs, and especially the Gobbos, that's not usually a good thing.

Incidentally, the same holds true for Generals on Wyverns. These are deadly up close and the terror they cause can send whole flanks fleeing before them. However, the rest of your army is left to its fate as you fly around doing this, so you need to be a little careful and try not to get too carried away. Zooming off with your General looks like a good plan on paper, but you need to consider what the rest of your army will be doing whilst his comfortably high Leadership is on the other side of the battlefield.

Before I get completely distracted by big monsters, there are a couple more points to make about Chariots, especially on the differences between the Boar and Wolf drawn contraptions. Everyone has a favourite. For some it's based on the models, for others it's based on the fact they can have twice as many Wolf Chariots. This latter view is very seductive, and certainly helps if you have already used up most of your Special options. However, Wolf Chariots are very fragile things, especially when you compare them with Boar Chariots. True, if they are hit with a cannonball then they're equally matchwood. But then so's pretty much everything else.



Against normal missile fire there is a huge difference in survivability between the two types, with well over twice the number of hits from normal missile weapons needed to destroy a Boar Chariot compared to a Wolf Chariot. This means that even though the Wolves are faster than Boars, Boar Chariots can often make it to the enemy lines whilst Wolf Chariots are shot to bits on the way in.

What I think works best is a mixture of the two. Take a couple of Wolf Chariots to zip about with the Wolf Riders and annoy the enemy, and a Boar Chariot or two to get at whoever you want to die.

Remember though that Chariots aren't *that* hitty, and if they can't break whatever they hit in the first turn then they're probably dead. Pick on small units such as war machine crew or Empire detachments. Alternatively, charge alongside another unit, adding the Chariot's large number of initial hits to the unit's ranks and banner. This combination should bowl the enemy over in one round and free up your Chariot for another charge later.

SHOOTY STUFF

Let's face it. Your ladz may be really dangerous up close, but they ain't going to win any archery contests. While it's sometimes worth having a few Arrer Boyz or Gobbo Stikkas for amusement value, it'd be terminally optimistic to expect them to sway the whole battle in your favour. They'll kill the odd figure in enemy units and every now and again they'll get really lucky and cause a Panic test, but don't rely on them for anything more. If you do have them there are two ways of using them. Firstly you can treat them like any other army's missile troops and set them up on hills and in shallow formations to allow most of them to shoot. Although this will get you more shooting, you'll often find they get in the way of your other troops and they aren't much cop in close combat in these formations. Alternatively you can use them just like any other foot unit and treat the missile fire as an interesting bonus.

Orc war machines, on the other hand, are rather more deadly. As you'd expect, they are unpredictable and unreliable, but they can cause a lot of damage if you're a little lucky with them. This is particularly true if you have several and concentrate their fire. Concentration of fire is always the best policy with any shooting, and can be particularly devastating if from, say, three Rock Lobbers and a Doom Diver or two. The only problem here is that you also want those Special slots for Black Orcs, Boar Boyz, Chariots...

MAD STUFF

Savage Orcs are what you end up with when you leave normal Orcs out in the sun too long, and it isn't pretty. What barely-detectable amount of sense they had has been thoroughly baked out of their tiny brains and all they can think about is hitting things. Even more so than normal Orcs (and that's saying something).

Frenzy is something of a two-edged sword, though on the whole it's good. The +1 Attack and Immunity to Psychology (while the *Frenzy* lasts) are obviously well worth having, but not having a choice about where you go can be a problem.

Clever opponents can use the fact that you have to charge enemy in reach to draw you into traps or out of the main area of combat (and out of the battle). It takes a bit of skill to do this, but if you're up against a good player then it can make a real mess of your plans for your frenzied troops. The simple trick here is just to be aware of the possibilities. Frenzied troops are really nasty in close combat and most of the time they'll just mince what's in front of them. In most games your main problem will probably be that the enemy will pick on these lightly armoured nutters with their missile fire and kill them before they can get into action. Try screening them with something more expendable, or just take your lumps and think of all the other ladz that aren't getting shot and who can do some thumpin' themselves.

BIG STUFF

The Greenskin army has a couple of extra large units to add to the general hittiness in close combat: Trolls and Giants. Despite not being green (OK, River Trolls are a bit green), these are both really Orcy in their brutal approach to things and can be used pretty much like bigger, faster Orcs. The Trolls' *Stupidity* is a handicap, but not much more than Animosity if you keep them close to your General so they can use his Leadership for their tests.

Giants are able to work on their own, and can be used on the flanks safe in the knowledge that they'll probably keep going the right way. They have an unfortunately magnetic attraction for enemy missile fire which can lead to their rapid demise. However, the bright side of this is that if the enemy is busy shooting at your Giant then they are ignoring the rest of your army that's thundering towards their lines. So whether your Giant is protecting your army by absorbing all the enemy missile fire, or squashing the foe flat by jumping up and down on them, he's still contributing towards your glorious victory.

LITTLE STUFF

Last (and probably least as well) we come to Snotlings. These little chaps are the most expendable part of the army, their only job being to get under the feet of enemy troops and slow them down. And they're very good at this – being far too dim to understand the danger they're in and run away like sensible troops.

Use them with merciless abandon and don't be alarmed when they're cut to pieces. Instead, save your surprise for when they either

- a) wound something,
- b) survive a battle.

AND...

...there you have it. A few hints to start you off on your way to the top of the pile and a place in Orc legends alongside Grimgor and Wurrzag. Naturally I'm keeping all the best ideas to myself in case we ever meet on the battlefield. But then, what else would you expect from a wily old greenskin?

GABLAG'S LADZ

Greenskin battle gear is an untidy but functional mix of whatever comes to hand. Much of it is stolen or captured, often mixed in with Goblin-made items and local totems. Each piece usually carries glyphs or personal marks to denote ownership, though stealing among the tribe is commonplace and the best stuff always seems to end up in the hands of the biggest Orcs eventually.

All the figures here are adorned with teeth hanging from armour and bracelets. 'Teef' are the Orcs' currency and are also frequently used to decorate armour, much as Men and Dwarfs use gold or jewels.



I Cablag Nosebreaker, Orc Warboss. Dwarf shields form part of his armour, probably gained from the unfortunates that contributed their heads to his collection. This is clearly a long held grudge as the heads themselves are in varying degrees of decay. Note also the planted Dwarf scalplock attached to his axe.

II Wooshum, Savage Orc Shaman of the Bone Nose tribe. The bones and skins are a mark of the Shaman's trade. They are also used as ingredients in several potions, salves and stews as each one retains a small part of the animal's spirit and flavour. The boar skull on the staff is a common sign of strength and power.

III Orc. The dags painted on his kneecaps match those of the Warboss Cablag and almost certainly indicates that they come from the same tribe.

IV Goblin. The studded leather jack is the most common Goblin-made armour, probably made by the Goblin himself.

V Goblin. This greenskin is quite wealthy (for a Goblin) as is clear from the many teef he wears. He is also equipped with surprisingly good armour which seems to have once been part of a larger set (perhaps this was the shoulder plate?). The glyph on the plate is a typical greenskin symbol and may have been added later.

The Battle of East Gate

The ground shook as another huge boulder from the rock lobster smashed into the close-packed ranks of the Dwarfs. The giant chunk of stone shattered into hundreds of lethal shards, tearing a huge hole in their formation. Dwarfs fell screaming and Goblins swarmed through the gaps in the line. The cackling greenskins ensnared their stunned foes in nets, thumping them with heavy clubs as the Dwarfs frantically tried to close their ranks.

The Goblin Warlord Skarsnik smashed his heavy bladed Squig-prodder through the breastplate of the Dwarf before him, and swept his sword across the neck of another. All around him Goblins hurled themselves at their hated foes, thrusting with spears and screeching with battle-lust. The Warlord's pet Cave Squig, Gobbla, fought alongside him, roaring and snapping left and right, disembowelling dozens of Dwarfs in seconds with its fearsome fangs. Axe blades rang on Skarsnik's armour and though he bled from a host of cuts he didn't feel them. He was too caught up in the slaughter to feel pain, his weapons stabbing and hacking. The Dwarfs fought back with a stubborn defiance, but they were no match for the ferocity of Skarsnik's Goblins. Scores fell screaming beneath his blades. Dwarf blood stained the road red.

The Dwarfs vainly attempted to hold back the green horde, but it was an unequal struggle. They were outnumbered and surrounded. Skarsnik could afford huge losses, the Dwarfs could not. The carnage was terrible, but the Dwarfs pushed on undaunted, dragging the bodies of their fallen comrades with them. They marched towards the East Gate of Karak Eight Peaks, once a mighty fortress that spanned the width of Death Pass, but now nothing more than a pile of rubble. The road to the hold ran through the gate and if they could survive long enough to pass through it, then perhaps they could reach their besieged kinsmen.

But Skarsnik had the Dwarfs hemmed in now. Hundreds of Goblins were emerging from their hiding places on the flanks of this narrow point of the Pass and more held the remains of the gate. A force of Orcs were moving behind the Dwarfs to block their retreat. Skarsnik had made sure that there would be no escape and no lifting of the siege.

"Come on you lot! They're only stunties! Fight like Gobbos!" Skarsnik yelled, encouraging his warriors to fight harder. He reinforced the command with several sharp smacks around the heads of slower Goblins nearby. Skarsnik leapt to the attack once more, swinging his prodger wildly around his head and decapitating another Dwarf. A black rain of arrows dropped onto the swirling combat, skewering as many Goblins as Dwarfs. High upon the gate's watchtower, Night Goblin archers shot into the combat, heedless of the casualties they were causing to their own forces. An arrow thumped into Skarsnik's shoulder plates and he grunted in pain. He felt the point pierce his skin and angrily wrenched the arrow from his body. He tossed it aside as a hugely bearded Dwarf struck at him with a rune encrusted axe. Skarsnik blocked the blow and spun inside his opponent's guard. He slammed his knee into the Dwarf's groin. The Dwarf staggered back, dropping the axe and Skarsnik thrust the prodger in his face. A blast of powerful Waaagh! energy shot from the enchanted weapon. The Dwarf collapsed screaming as a green fireball enveloped him, melting his armour and searing the flesh from his bones. The rest of the Dwarfs fell back in horror at this grisly sight, fear whipping momentarily along their line. No one wished a similar fate.

"This is it lads!" yelled Skarsnik, stepping over the smoking corpse into the thick of the fighting. "We got 'em now!" The Warlord pushed deeper into the enemy lines, killing

indiscriminately. Gobbla paused to feed on the cooked Dwarf's flesh, swallowing the charred body in two crunching bites. A wall of armoured Dwarfs closed around Skarsnik and he was soon lost to sight. All that could be seen was the blade of his prodger rising and falling, blood fountaining into the air.

Seeing their leader surrounded, the Goblins blocking the road to the East Gate faltered and began falling back in disarray. The flow of the battle shifted as the Dwarfs took advantage of the Goblin's sudden weakness and began advancing once more towards the gate, fresh determination in their stride.

Skarsnik stood atop a pile of Dwarf bodies and began waving his prodger furiously at the Goblins he'd positioned on the hillside closer to the gate. His crafty plan of leaving a reserve was now paying off. Slowly at first, but with greater speed as the unit's bosses began smacking them into shape, the Goblins swarmed down the pass and took up a blocking position before the gate.

Skarsnik chuckled as he imagined the dismay amongst the Dwarfs at this unexpected display of Goblin cunning. To go forward was to become embroiled in a desperate battle of attrition that could have only one outcome. But to stay was to die as Goblin archers sent volley after volley through their ranks and the Rock Lobber pounded their bones to dust.

Over half the Dwarf army lay dead or dying while Skarsnik's horde was practically undiminished. There was no way out. With typical Dwarf stoicism the Dwarfs understood that their doom was upon them and began commending their souls to Grungni. Fighting their way to the top of a grassy mound, the Dwarfs prepared to sell themselves as dearly as possible.

Skarsnik halted his army at the foot of the mound, an ancient tomb his Gobbos had looted many months ago, and called up to the Dwarfs. "Hey up there! Which one of you stunties is da bossman? You got one chance to live here. Surrender now or you're all going ta die!"

A heavily armoured Dwarf with a thick grey beard stepped from the bloodied ranks and raised a glittering rune axe high. In a deep, booming voice he addressed the leering Goblin.

"I, Duregar, kinsman to King Belegar of Karak Eight Peaks, command these warriors. I tell you now that we shall all willingly die here on the land of our ancestors before surrendering to you, foul greenskin!" The remainder of the Dwarf army cheered and banged their axes on their shields in defiance.

Skarsnik shrugged. "Right yer are then," he shouted. "Just thought I'd check..."

He raised his prodger to point at Duregar and yelled, "No one kills that stunty but me!" Skarsnik was about to order the attack when a deafening explosion behind him knocked him sprawling. The East Gate vanished in a sheet of flames and dust, the echoes rolling across the pass like thunder. Skarsnik picked himself up from the ground and spat a mouthful of dirt, looking back towards the source of the blast. The Dwarfs and Goblins waited for the dust to settle and as the smoky clouds cleared, both armies saw a host of Dwarfs led by a mighty warrior wearing the crown of Karak Eight Peaks. Marching east along the road, the Dwarf King Belegar had come to the aid of his kin, and now led his clansmen over the rubble and through the remains of the scattering Goblin rearguard.

Skarsnik yelled in delight as he bashed his Gobbos round to face this new foe, "More stunties to kill! Let's get 'em lads!"





HORDES OF ORCS

The greenskin race is actually a widely varying mixture of many sub-cultures rather than one cohesive whole. The main army list covers this very well, but for those who want to recreate the more unusual tribes we've devised the following variant army lists. However, note that these lists aren't as balanced as the main list and so you must agree with your opponent before you use them.

Unless otherwise noted below, the options and restrictions that normally apply to a unit in the main army list continue to apply here also. For example, you may still take up to two Wolf Chariots per 'slot' in your army whether they are Special or Rare. However, limits on the number of units in the army (eg, 0-1 for Snotling Swarms) apply as listed here, not in the main list.

NIGHT GOBLIN HORDE

Tribes of Night Goblins lurk in the tunnels and caves under the Old World's many mountains. In battle above ground, Night Goblin generals have to suffer not only the bright glare of the sun, but also the painful regularity with which their troops leg it off the battlefield before the job's done. Mostly a battlefield will split into two halves. On your half, the table will be littered with fleeing units as you vainly try to keep the ladz going the right way. On the other side the enemy will be grinding forward through a hail of Fanatics and rampaging Squigs. All told a Night Goblin army leaves a mess wherever it goes, but then that's entirely appropriate. All characters in the army must be Night Goblins.

CORE UNITS

Night Goblins, 0-1 Snotling Swarms.

One unit of Night Goblins may carry a magic banner worth up to 50 points.

SPECIAL UNITS

Squig Herds, Stone Trolls.

RARE UNITS

Giants.

COMMON GOBLIN HORDE

There are countless tribes of Goblins in the Warhammer world, many are known to Men by more inventive names such as Gnoblar or Kobolds, but all are skilled at the same sort of lying and underhand treachery. All the characters in the army must be Common Goblins.

CORE UNITS

Goblins, Goblin Wolf Riders.

One unit of Goblins may carry a magic banner worth up to 50 points.

SPECIAL UNITS

Snotling Swarms, Goblin Wolf Chariots, Trolls (any type).

RARE UNITS

Giants, Snotling Pump Wagons, Rock Lobbers, Spear Chukkas, Doom Divers, Orc Boyz (not Big'Uns).

None of the Goblin war machines may take an Orc Bully.

SAVAGE ORC HORDE

As you travel south, the Orcs get increasingly fractious and unruly. These tribes of Savage Orcs are even less technologically minded than their northern cousins, but more than make up for this with their additional ferocity. Savage Orc tribes often include Gobbos to kick about. These use the normal rules for Common Goblins and Common Goblin Wolf Riders, but you might want to paint them like smaller versions of the Savage Orcs with warpaint and animal skins. Note that the special rule for Warpaint doesn't apply to Gobbos. Up to two characters may be Common Goblins. All other characters in the army must be Savage Orcs. Savage Orc characters may ride Boar Chariots which have been included as a Rare choice, displacing one of the crew as normal.





The equatorial jungles of the Warhammer world are hot and inhospitable places full of exotic reptilian monsters. Orcs do not generally get on well in hot climates and those that live south of the Badlands suffer greatly from the maddening effect of strong sunlight on their brains. They are known as Savage Orcs because of this - living in a permanent state of muddle-headed rage that makes them amongst the most bad-tempered greenskins of all.

The most comprehensive accounts of the Southlands are those pieced together by Tilean explorers. These eager opportunists are ever on the lookout for undiscovered, unclaimed or at least unguarded riches. The lure of legendary lost civilisations burdened with surplus gold is strong enough to ensure that expeditions leave regularly from the ports of Tilea. Few ever return, and those that do rarely bring anything other than reports of Savage Orc tribes whose principle diet consists of each other supplemented by the occasional Tilean explorer. According to these tales the greatest tribe in those lands is known as the Waaagh-Waaagh whose language is based solely on the single word 'Waaagh', the actual meaning of which varies only according to the volume and determination with which it is voiced.

CORE UNITS

Savage Orc Boyz, Goblins.

SPECIAL UNITS

Savage Orc Boar Riders, Gobbo Wolf Riders (cannot have light armour), 0-1 Snotling Swarms, 0-1 Common Trolls.

RARE UNITS

Savage Orc Boar Chariots, Giants, River Trolls, 0-1 Spider Swarms, 0-1 Goblin Spider Riders (cannot have light armour).

Savage Orcs don't make chariots, they steal them from their more organised cousins. Consequently they never let the Gobbos have them. Treat Savage Orc Chariots as normal Boar Chariots with Savage Orc crew. Warpaint gives the Chariot a 6+ Ward save and costs +15 points.

Spider Swarms cost 50 points per base and have a unit size of 2-10 bases. Their characteristics are: M4, WS3, BS0, S2, T2, W5, I1, A5, Ld 10. Spider Swarms make Poisoned Attacks and are Unbreakable.

Treat Spider Riders as Wolf Riders with the following changes. Giant Spider's Movement is 7 and they treat obstacles (such as walls) and difficult or impassable 'dry' terrain (such as woods) as open ground. 'Wet' terrain such as rivers or lakes of lava are difficult or impassable as normal. Giant Spiders make Poisoned Attacks and are NOT Fast Cavalry.

MOUNTAIN OR TROLL COUNTRY WAAAGH!

The Worlds Edge Mountains are famed for being infested with greenskins. These armies include hardly any cavalry or chariots and may not have Savage Orc character or units. Orc and Black Orc Big Bosses may ride Wyverns, but you may not have more than two of these flying monstrosities in your army.

CORE UNITS

Orc Boyz, Orc Arrer Boyz, Goblins, Night Goblins, 0-1 Snotling Swarms.

One Orc Boyz unit may carry a magic banner worth up to 50 points.

SPECIAL UNITS

0-1 Black Orcs, 0-1 Night Goblin Squig Herds, Stone Trolls, Giants.

RARE UNITS

Goblin Doom Divers, Goblin Rock Lobbers, Goblin Spear Chukkas.

NOMADIC BADLANDS WAAAGH!

The nomadic tribes of greenskins from the open wastes of the Badlands mainly use Wolf Riders, Boar Boyz and Chariots to cover the vast distances they travel between massacres.

In addition, being far to the south, there are often Savage Orcs in the ranks of Badlands armies. All characters in the army must be mounted.

CORE UNITS

Wolf Riders, Orc Boar Boyz, Boar Chariots.

SPECIAL UNITS

Wolf Chariots, Savage Orc Boar Boyz.

RARE UNITS

Snotling Pump Wagons.

SNOTLING HORDE

Because we could...

You must have a single Snotling Warboss to lead your army. Snotling Warbosses (an odd thought) have the same characteristics and points cost as a Night Goblin Big Boss and may take up to 25 points of magic items. They may take no equipment in addition to their hand weapon.

CORE UNITS

Snotling Swarms.

SPECIAL UNITS

Snotling Pump Wagons.

RARE UNITS

Giants.

The ladz were at it again. Until a moment ago his army had been reasonably organised. Now it writhed like an itchy squig. Half the mobs were locked in frenzied and bloody combat, fighting tooth and claw, strangling, stabbing and scratching anything in reach. And as the Empire army was still out of rock lobster range that meant that the Orcs were fighting amongst themselves. Again.

Azhag stared down from the back of his wyvern and sighed. *Count to ten*, whispered the voice in his head; the silky, evil, seductive voice that belonged to the magical crown he wore. Azhag felt his anger subside, soothed by the voice.

"One, two, er..." Azhag paused, a grimace on his ugly green face as he grasped for whatever came next. "Three. Um..." He paused again, gazing blankly into the distance. Just then a helmet flew out of a nearby mob and bounced off Azhag's armour, breaking his daydream. "Zog that!" he growled and slid to the ground. Picking up the nearest Gobbo Azhag hurled him into the thick of the fighting. "Stop it, now!" he roared, headbutting a nearby Orc for emphasis. The mob of greenskins paused in mid brawl, fists poised for the next blow, sheepish grins all round. Azhag pointed at the approaching Empire army. "That lot is da ones to fight."

"Er, right Boss," muttered the leader of the mob. "OK ladz, you heard da Boss. Get sorted out an' no fightin' at the back."

Azhag left them to it, muttering to himself as he made his way to the next brawling mob.

"Oi! You lot," he began...

Half an hour later order had been restored. The casualties from the various disagreements were quietly abandoned, their valuables now accompanying the bigger Orcs. The humies were closer, banners fluttering over their units; close enough to tell the different troops apart. Massed blocks of foot warriors formed the centre of their line, rank upon rank of them with smaller blocks mixed in. Looking to his right, Azhag could see a large regiment of knights: the cream of their army. That was probably where their boss was. The other flank seemed empty, but if he squinted he could see some movement. Lurking near the shelter of the infantry was a large multi-barrelled cannon. He'd seen those before and knew to keep clear.

Azhag clambered back onto his wyvern and flew onto the hill behind his lines. Gobbos scattered as the huge beast landed with a thump and folded its massive wings. The Orcs with them quickly battered the Gobbos back to work loading the lobbers and chukkas that littered the hill, ignoring the warboss and his pet. Azhag looked back over his battle line once again. Several of the ladz were still shuffling back into ranks, a few limping, others shouting insults at each other or gesturing rudely. But it was all half-hearted now. Most of the line was ready. Huge mobs of Orcs formed a solid centre with even larger mobs of Gobbos arrayed on either side. Lurking in the gaps between some of the mobs were a couple of rickety chariots, and facing the enemy cannon were Gatlag's boar boyz. Gatlag himself could be seen in front of his ladz, trying to deliver an inspiring speech and not fall off his overexcited boar at the same time. Against the enemy knights Azhag had placed several big mobs of Night Goblins under the leadership of a dubious character called Rikkit - one of the marginally more trustworthy Gobbo bosses from Red Eye Mountain.

Further out on both flanks swarmed a mass of wolfboyz. Azhag knew that there was more than one mob of them on each side, but it was impossible to discern any sort of order in the swirling mass of constantly moving wolves. He might have been annoyed at their disorder, but that was just the way they were. It confused the enemy too.

With a single order Azhag began the battle, rock lobbers and chukkas launching missiles towards the foe. Azhag grinned to himself, watching as the rocks and bolts arced across the gap between the armies, thudding into the packed ranks of the humans. One bolt skewered a knight, plucking him from his saddle and carrying him back into the rider behind him who was slain too. As their panicked horses bolted the riders slid to the ground, still joined by the spear. A rock struck home too, a sickening, crunching splat echoing across the battlefield as the stone shattered in the centre of a block of spearmen, sending razor sharp shards slicing through its ranks.

"WAAAAAAAAAGH!" bellowed the Orcs, a single voice for the whole army, and they began to move. Azhag watched for a moment. The bosses knew Da Plan. They also knew what happened to those who annoyed him. He was confident they'd at least try to follow it. Whatever happened, he was there to sort out any enemy troops that made themselves a problem.

The whole army was advancing now. In the centre, mob after mob surged forwards, singing their battle songs and slinging insults and clods of earth at each other. Each mob trying to edge ahead and be the first to charge, only to be overtaken by another. To his far right Azhag could see Rikkit's Night Goblins advancing too, some of the more foolhardy leaping out of their mobs clinging to the backs of enraged squigs. These quickly bounded towards the enemy knights, though one threw its rider almost immediately and set off for the hills.

On the left the wolfboyz were rushing towards the cannon, followed by Gatlag and his boar boyz. Any moment now, thought Azhag, and as if in answer the cannon roared and the wolfboyz disappeared in a haze of blue-grey smoke. Behind them the boar boyz faltered for a moment, but Gatlag urged them on and they plunged into the gloom.

As the smoke drifted and cleared Azhag could see the humies desperately trying to reload their cannon, but the boar boyz were faster. They raced over the bloody remains of the wolfboyz without breaking stride and straight on into the cannon. The crew went down under a mass of frenzied porkers and irate Orcs and Gatlag led his mob onwards. With their flank protection overrun, the Empire troops were trying to redeploy to cover themselves. Before they could get into position the boar boyz were on them once again, but this time it was a harder fight. Gatlag led the charge straight into the flank of a huge regiment of halberdiers that were trying to wheel round. The nearest rank went down almost immediately, speared and gored as the Orcs charged. Even at this distance Azhag could see the gleaming helm of some heroic humie forcing his way through the unit and into the thick of the fighting. The halberdiers had reeled back from the initial shock, but had now recovered themselves and looked set to make a fight of it.

Azhag felt the urge to go over and sort them out himself, but could he trust the rest of the ladz to do their bit? *Soon*, said the crown quietly, and Azhag reluctantly turned his attention to the rest of the battlefield.

In the centre his line was almost upon the Empire troops. As they closed the last few paces, bolts of green energy lanced towards the humies, charring those they touched. Sparkles of blue glittered in return, but none was able to last more than a moment before being snuffed out. *Their mage is a weak fool, soothed the voice. He cannot stop you.*

To the right, Rikkit's Gobbos had stalled the knights with their squigs and fanatics. As Azhag watched, the pride of the Empire army were finally caught by one of the whirling loonies who ploughed straight through them. Bits of splintered lance, armour and limbs flew everywhere as the crazed Goblin crashed through and out the other side. Then, as the survivors tried to restore order, the fanatic span round and careened straight back through them again. With less than a quarter of his knights left, the humie general turned and ran, dodging a hopping squig and narrowly missing another fanatic as he went. *They are yours,* said the voice. Azhag put his head back and bellowed a deafening cry of victory.

An answering cry rose from the rest of the army as they charged the Empire centre. Like a green tidal wave they struck and for a moment it looked like they would hold. The fighting was desperate as the Empire troopers had seen the fate of their general and knew they would have to fight their way clear now. Then Gatlag broke through, and panic began to spread along the humie line. Regiment after regiment was charged in turn by the boar boyz, unable to turn to face their new enemy as they were already locked in a deadly struggle with the greenskins to their front. The blood-spattered boyz roared with excitement as they cut down dozens of their foes. Their boars frothed at the mouth, battle frenzy gripping them too. Here and there green energies flowed over the Empire troops, butchering them as surely as the Orcs themselves.

Now is your time, murmured the voice. "Just what I thought," growled Azhag, kicking the flanks of his wyvern which leapt into the sky. "Time for some fun."

As he rose above the battlefield the din lessened and he could see more of the shape of the fight. Good old Gatlag and his ladz had stoved in the end of the Empire line. There weren't many left of them, but they were still going. The whole of the Empire line was now crumbling. From his vantage point above the battlefield Azhag could see the cowards fleeing from the humie lines, trailing away from the back of their units whilst their braver comrades still fought against his unstoppable horde. On the right, the remains of the knights had rallied, though they were pitifully few. In front of them Rikkit was still kicking and bullying his ladz forwards. The last humie resistance and the best fight left lay there. Hauling back on the reins, Azhag stopped the wyvern's climb and dived down towards the knights. But before he landed they charged the Night Goblins. The wyvern hit the ground behind the knights with a bone-shaking crunch, and Azhag roared in fury. Into Rikkit's Gobbos they charged, impaling the luckless greenskins in the front rank, the general cutting down more with his gleaming sword. *Magic,* whispered the voice, as Azhag turned his wyvern to face them once more.

Then a knight fell, his horse collapsing under him, squashing the Goblin who had slain it with a sneaky stab in the belly. A cloud covered the sun and a gloom settled over the battlefield. Emboldened by the dimness, the normally timorous Night Goblins fought back harder, swarming over the last few knights and dragging them

from their mounts one by one. Azhag could see Rikkit leading from the back as usual, yelling encouragement. At last all that remained was their general, bloody and wounded, but still fighting. The leathery pinions of the wyvern swept Azhag towards the fight, but just as he approached one of the Gobbos threw his spear and caught the general's steed in the throat. It fought to stay upright, but the wound was too great and it went down suddenly, trapping the general under its dying weight. Yelping and cackling, the Goblins engulfed the fallen humie, his sword disappearing last of all under the pile of bodies. Azhag stopped short and watched dismayed as the fight continued without him, wondering how the general could still be alive. A minute rolled by, then another. Surely he should have been killed by now. Even by Gobbos.

Urging his wyvern forwards again, Azhag moved closer to the fight until he was a mere spear length away. From the battling mound of bodies came odd battlecries of "Mine," "Oi! Gerroff!" "I saw it first..."

With their foes dead Rikkit's Night Goblins were now fighting over the spoils. Azhag watched in frustration as the fight spread through the mob, Gobbos punching each other, piles of greenskins wrestling, struggling and fighting as they vented their anger on each other instead of the enemy. Muttering darkly to himself, Azhag slid off the wyvern's back again. He was sure the humies didn't have this problem.



Lords	M	WS	BS	S	T	W	I	A	Ld	Special Rules
Black Orc Warboss	4	7	3	5	5	3	4	4	9	Ignore Greenskin Panic; Quell Animosity; Choppa
Orc Warboss	4	6	3	4	5	3	4	4	9	Ignore Goblin Panic; Choppa
Savage Orc Warboss	4	6	3	4	5	3	4	4	9	Ignore Goblin Panic; Choppa; Frenzy; Warpaint
Orc Great Shaman	4	3	3	4	4	3	2	1	8	Ignore Goblin Panic; Choppa
Savage Orc Great Shaman	4	3	3	4	4	3	2	1	8	Ignore Goblin Panic; Choppa; Frenzy; Warpaint
Goblin Warboss	4	5	3	4	4	3	4	4	8	Fear Elves
Night Goblin Warboss	4	5	3	4	4	3	5	4	7	Fear Elves; Hate Dwarfs
Goblin Great Shaman	4	2	3	3	4	3	2	1	7	Fear Elves
Nt. Goblin Gt. Shaman	4	2	3	3	4	3	3	1	6	Fear Elves; Hate Dwarfs
Heroes	M	WS	BS	S	T	W	I	A	Ld	Special Rules
Black Orc Big Boss	4	6	3	5	5	2	3	3	8	Ignore Greenskin Panic; Quell Animosity; Choppa; Battle Standard Bearer
Orc Big Boss	4	5	3	4	5	2	3	3	8	Ignore Goblin Panic; Choppa; Battle Standard Bearer
Savage Orc Big Boss	4	5	3	4	5	2	3	3	8	Ignore Goblin Panic; Choppa; Frenzy; Warpaint; Battle Standard Bearer
Orc Shaman	4	3	3	3	4	2	2	1	7	Ignore Goblin Panic; Choppa
Savage Orc Shaman	4	3	3	3	4	2	2	1	7	Ignore Goblin Panic; Choppa; Frenzy; Warpaint
Goblin Big Boss	4	4	3	4	4	2	3	3	7	Fear Elves; Battle Standard Bearer
Night Goblin Big Boss	4	4	3	4	4	2	4	3	6	Fear Elves; Hate Dwarfs; Battle Standard Bearer
Goblin Shaman	4	2	3	3	3	2	2	1	6	Fear Elves
Night Goblin Shaman	4	2	3	3	3	2	3	1	5	Fear Elves; Hate Dwarfs
Core units	M	WS	BS	S	T	W	I	A	Ld	Special Rules
Orc	4	3	3	3	4	1	2	1	7	Ignore Goblin Panic; Animosity; Choppa
Orc Big'Un	4	4	3	4	4	1	2	1	7	Ignore Goblin Panic; Animosity; Choppa; Big'Uns
Orc Boss	4	4	3	4	4	1	2	2	7	Ignore Goblin Panic; Animosity; Choppa
Orc Arrer Boy	4	3	3	3	4	1	2	1	7	Ignore Goblin Panic; Animosity; Choppa
Savage Orc	4	3	3	3	4	1	2	1	7	Ignore Goblin Panic; Animosity; Choppa; Frenzy; Warpaint
Savage Orc Big'Un	4	4	3	4	4	1	2	1	7	Ignore Goblin Panic; Animosity; Choppa; Frenzy; Warpaint; Big'Uns
Savage Orc Boss	4	4	3	4	4	1	2	2	7	Ignore Goblin Panic; Animosity; Choppa; Frenzy; Warpaint
Goblin	4	2	3	3	3	1	2	1	6	Animosity; Fear Elves
Goblin Boss	4	2	3	3	3	1	2	2	6	Animosity; Fear Elves
Wolf Rider	4	2	3	3	3	1	2	1	6	Animosity; Fear Elves; Fast Cavalry
Wolf Rider Boss	4	2	3	3	3	1	2	2	6	Animosity; Fear Elves; Fast Cavalry
Night Goblin	4	2	3	3	3	1	3	1	5	Animosity; Fear Elves; Hate Dwarfs; Fanatics; Netters
Night Goblin Boss	4	2	3	3	3	1	3	2	5	Animosity; Fear Elves; Hate Dwarfs
Fanatic	2D6	Special		5	3	1	3	D6	10	Fanatics
Snotling Swarm	4	2	0	2	2	3	3	3	10	Horde, Unbreakable; Nobody Cares
Special units	M	WS	BS	S	T	W	I	A	Ld	Special Rules
Black Orc	4	4	3	4	4	1	2	1	8	Ignore Greenskin Panic; Quell Animosity; Choppa
Black Orc Boss	4	5	3	5	4	1	2	2	8	Ignore Greenskin Panic; Quell Animosity; Choppa
Boar Boy	4	3	3	3	4	1	2	1	7	Ignore Goblin Panic; Animosity; Thick-Skinned; Tusker Charge
Boar Boy Boss	4	4	3	4	4	1	2	2	7	Ignore Goblin Panic; Animosity; Thick-Skinned; Tusker Charge
Savage Boar Boy	4	3	3	3	4	1	2	1	7	Ignore Goblin Panic; Animosity; Thick-Skinned; Tusker Charge; Frenzy; Warpaint
Savage Boar Boy Boss	4	4	3	4	4	1	2	2	7	Ignore Goblin Panic; Animosity; Thick-Skinned; Tusker Charge; Frenzy; Warpaint
Squig	2D6	4	0	5	3	1	3	2	3	Squigs
Boar Chariot	-	-	-	5	5	4	-	-	-	Chariots
Wolf Chariot	-	-	-	5	4	3	-	-	-	Chariots
Rock Lobber	-	-	-	-	7	3	-	-	-	Rock Lobber
Orc Bully	4	3	3	3	4	1	2	1	7	Choppa
Spear Chukka	-	-	-	-	7	3	-	-	-	Spear Chukka
Rare units	M	WS	BS	S	T	W	I	A	Ld	Special Rules
Troll	6	3	1	5	4	3	1	3	4	Fear, Stupid, Troll Vomit, Regenerate; Trollish Types
Doom Diver Catapult	-	-	-	-	7	3	-	-	-	Doom Diver Catapult
Snotling Pump Wagon	2D6	-	-	4	4	3	-	-	-	Snotling Pump Wagon, 2D6 Impact Hits; Unbreakable
Giant	6	3	3	6	5	6	3	Special	10	Ignore Greenskin Panic, Large Target, Terror, Fall Over, Move, Special Attacks; Stubborn
Steeds	M	WS	BS	S	T	W	I	A	Ld	Special Rules
Wyvern	4	5	0	6	5	5	3	2	6	Large Target; Terror; Scaly Skin; Fly; Tail Attack
Boar	7	3	0	3	4	1	3	1	3	-
Wolf	9	3	0	3	3	1	3	1	3	-



FALLEN GIANT TEMPLATE

To make your Fallen Giant Template, first photocopy this page and stick it to a piece of thin card (cereal packets are ideal).

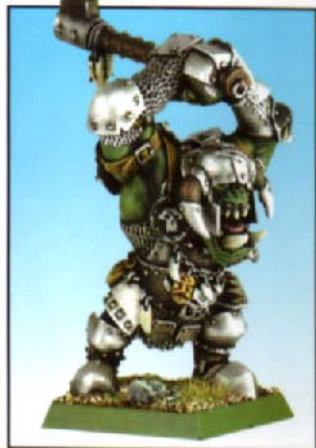
Next, carefully cut around the dotted line with a sharp pair of scissors or a craft knife.

Now all you need is wait for your Giant to fall over (don't worry, it won't take long).



SHOWCASE

Characters are the most important and detailed models in your army and deserve your finest paint jobs. They are also your golden opportunity to show off your talents and impress your friends, as they're bound to attract attention.



Black Orc Big Boss



Orc Shaman



Goblin Shaman



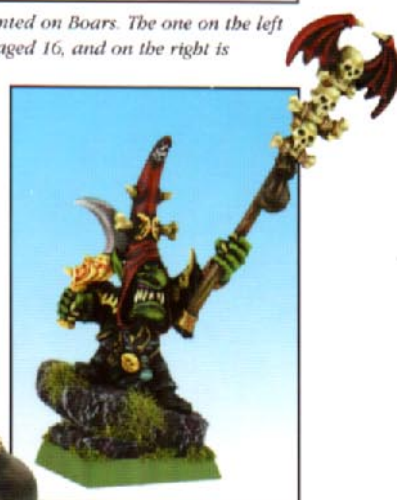
Grimgor Ironhide



Here are two splendid examples of Warboss conversions, both mounted on Boars. The one on the left is by Golden Demon painting competition winner Roger Axelsson, aged 16, and on the right is Neil Green's fearsome Warboss.



Converted Orc Warlord in a chariot, by Joe Hill



*Night Goblin Shaman
by Mark Edwards*

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"I'm gonna stomp 'em to dust. I'm gonna grind their bones. I'm gonna burn down dere towns and cities. I'm gonna pile 'em up inna big fire and roast 'em. I'm gonna bash 'eads, break faces and jump up and down on da bits dat are left. An' den I'm gonna get really mean."

Grimgor Ironhide, Black Orc Warboss

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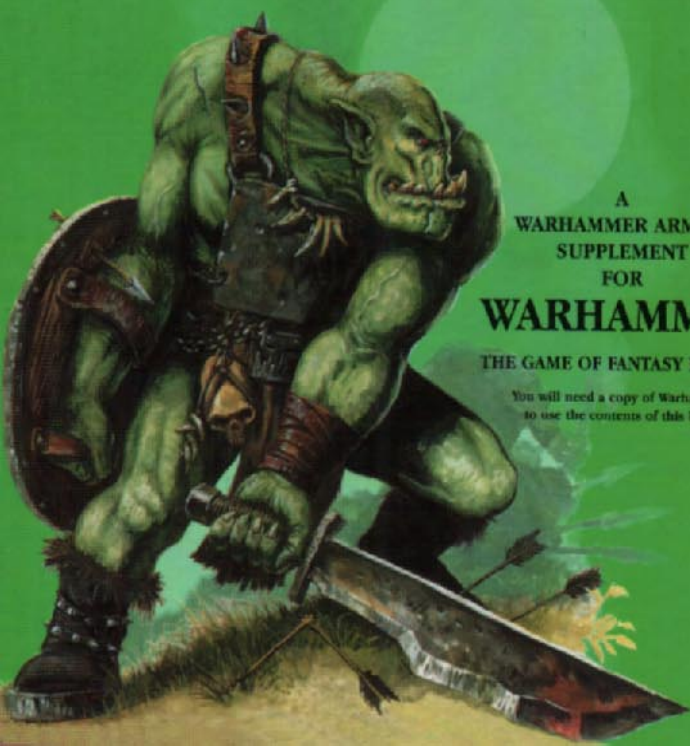
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